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insideYS

COVER GAME

20



SCREEN SHOTS

25 & 66

True blue* reviews!

*well, okay, they're in colour!

YS FEATURE

CONSOLES VS SPECCY +3

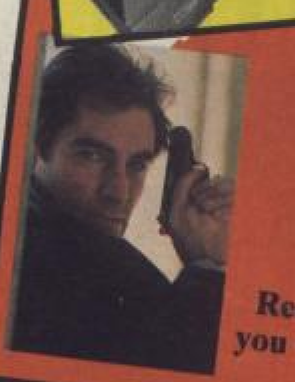
Who'll win the Christmas battle?

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STREET LIFE

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Read what's hot if you want to be cool!

PREVIEWS

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Yikes! They're new!

YS Megacompo GUNSHIPS AT DAWN!

Win a flight in a Trojan plane

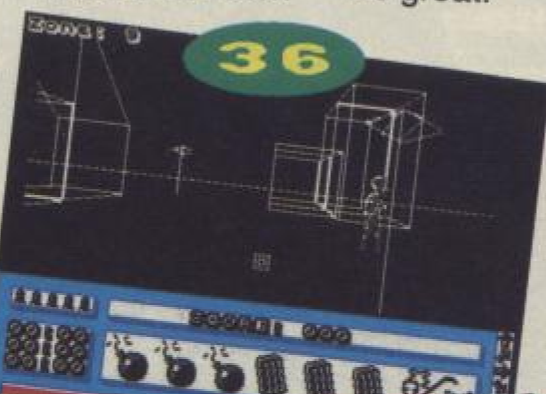
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MEGAGAMES

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GIANT Game Over Poster FREE!

47 YS Tipshop

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COMPOS

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PROGRAMMING

REGULARS

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The Curse Of The Crimson FRONTLINES cert 18

Heh heh heh heh heh heh heh heh . . . At last, Van Fruitling, we have you in our power! Prepare to meet thy news pages! Heh heh heh snort dribble growl . . .

OOPS!

Ah! Yes! Look, sorry about this, but you remember in the last issue we gave you some special offer coupons? Well we're afraid that there was a teensy bug in one of the coupons, specifically the Romantic Robot offer. We said that the offer price for a Multiface 128 was £24.95, which was completely wrong. The correct special exclusive offer price is actually £39.95, a saving of £5! Those of you who ordered the Multiface at the wrong price will be notified in due course what you have to do. To prove how very very very sorry we are, we're staging the offer for an extra month. *Turn to page 45 for details.*

Giant TV Pictures!

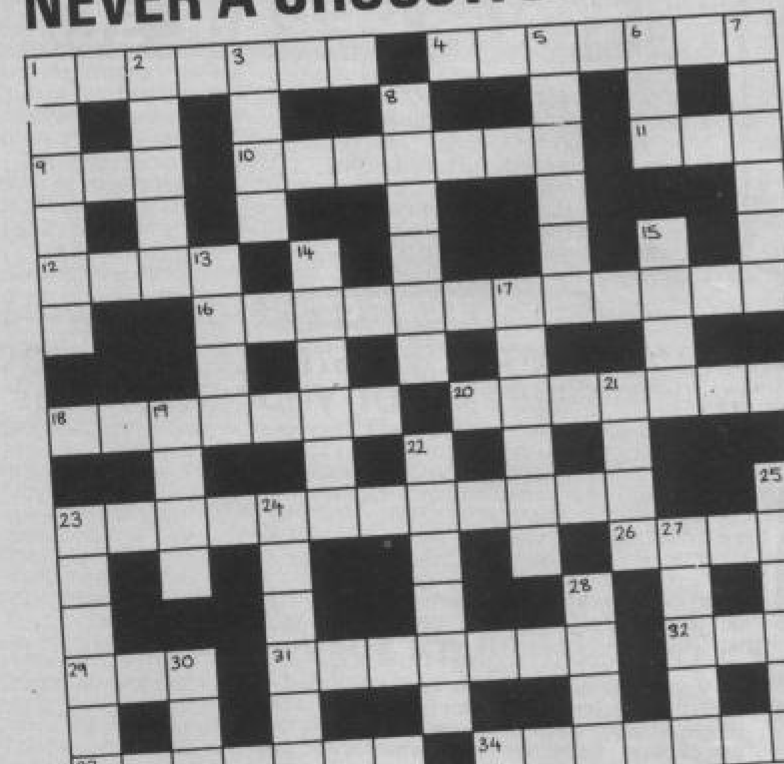


Aaaah! What is it? The creature from the Black Lagoon? No, it's a person peering through a sheet of special plastic. With it you can build your own TV projector, which magnifies your TV picture and projects it onto a wall, or home cine screen. It says in the blurb that it can be "knocked up in the lab in half an hour from household items", but make sure you've got an adult or mad scientist around to help you, eh? The kit, lens and plans cost £15 and are available by mail order. For further details phone Mark Robson on 091-281 7008.



POW! ZAP! KERBLAM! Yay! What a triffic idea! A chair that you play arcade games in . . . no, we're serious. The Cleveland Chair Company has come up with this whizzy new gadget for the fat of pocket called the Command Chair. On the arm of this comfy swivel chair is a pad for you to bung a joystick on, so you can swoop around the room on the five slick castors at the same time as playing your fave shoot 'em ups. The chair itself costs £49.90, with the joystick pad and special swing away work surface coming out at £8.70 and £17.50 respectively (plus £10 P&P in the UK). For further details call The Cleveland Chair Company on (0642) 769598. Wwwhhheee!

NEVER A CROSSWORD



Being as how the last crossword we did went down so well, all the readers of *YS* drew straws to see who could do it this month. **Victor Bell** of York won.

ACROSS

1. Scolds (7)
4. The best shoot 'em' up I've ever played (7)
9. Jack the Nipper might wear one of these (3)
10. Hacked (7)
11. Barry Hines 'A Kestrel for a Knave' (3)
12. Answer to 6 down in June ish (4)
16. One of the best software houses around (12)
18. What you would do if someone gave you two Kit Kats (3,4)
20. Think of a software house (7)
23. One who finds mistakes in *YS* and then claims an award for it (12)
26. Pretty big, the highest honour *YS* can bestow on a game (4)
29. Vessel for holding tea (3)
31. Sling BO to scare away ghosts (anag) (7)
32. Wriggley's Spearmint...? (3)
33. Knotted (7)
34. Applied to people past their peak (3,4)

DOWN

1. Strong, if a program is this then it is unlikely to crash (6)
2. Robert Peel might have a bearing on this answer (5)
3. A touching of lips (4)
5. ____ sports i.e. snooker, 10 pin bowling, darts, etc (6)
6. Term used in programs for foreground colour (3)
7. A picture made up of coloured squares (6)
8. Comes after a preview (6)
13. Time — Give out (anag) (4)
14. Judge (6)
15. Against (4)
17. Fruit (6)
19. Group of people aiming for the same goal together (4)
21. *Gerry The* ___ (4)
22. Sounds like a turkey (6)
23. The follow up to this game has the same name as the vehicle that holds the world land speed record (6)
24. Wraiths in *Lord of the Rings* (6)
25. Alias Bruce Wayne (6)
27. Bird of prey in league without you (anag) (5)
28. Egyptian Goddess of nature (4)
30. Nun (anag) (3)

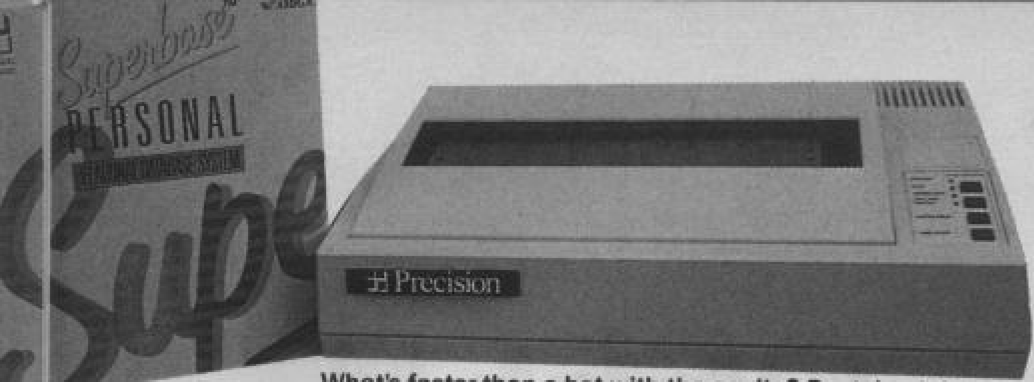
JOKE FREE ZONE

Last year *SoftAid* was the first time software houses had got together to support a charity. This year it's the turn of the NSPCC to benefit from the sale of a tape, as part of BACK, the Battle Against Cruelty to Kids. The game compilation, entitled *Kidsplay — The BACK Pack*, will be priced at under ten pounds, and will feature *Xeno* (A'n'F), *Deactivators* (Ariolasoft), *Night Gunner* (Digital Integration), *Monty On The Run* (Gremlin Graphics), *Starion* (Melbourne House), *Mailstrom* (Ocean), *Starstrike* (Realtime), *Bounty Bob Strikes Back* (US Gold), and *Lunar Jet Man* (Ultimate). Nifty huh?



OVER HERE SON, ON ME 'EAD

Wot? A Gary Lineker game from Gremlin Graphics? Leave it out!



What's faster than a bat with the squits? Brrrt, brrrt, brrrt, brrrt! No, not Superman, silly, it's the Precision 4010 printer . . . and blimmin' fast it is too! It does 252 lines per minute in draft (Brr, shut that door!) and 55.8 lines per minute in NLQ mode. That's 4.2 lines per second! It does this by the simple method of having four print heads. The fastest matrix printer alive will cost you £389 + VAT. Get your wallets out, speed freaks.

ZX MICROFAIR

From the swamp it came . . . a lurching, hunched and shuffling beast, it slouched across London, where it settled in the Royal Horticultural Halls. It's there that you'll find it on 22nd August . . . if you dare! The ZX Microfair. The computer show that bytes back!



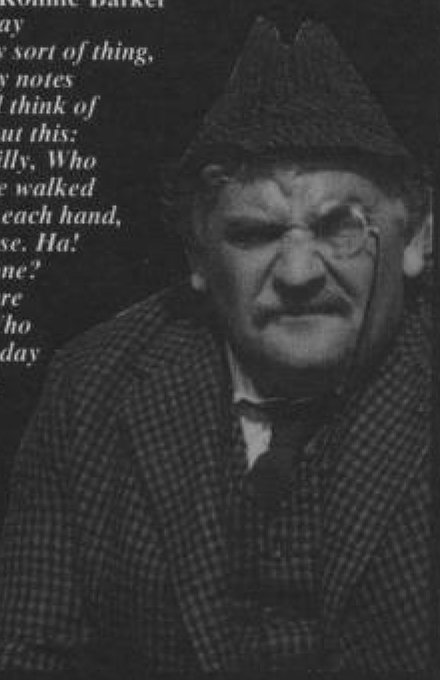
And now, live from the cellars of Frankfurterstein Castle in Switzerland, great news for rat fans. The successor to the AMX Mouse is here. It's got a 250 dots per inch resolution (that's a bit OTT for the old Speccy, isn't it?) and 128 compatibility, just in time for all the new +3 owners. So, Igor, limp down to your local Transylvanian Computer Store and stake out £69.99 for your mouse and interface. It's the Big Cheese! Eek, eek!

Trainspotters Through History

An irregular series in conversation with the World's Greatest Ever Trainspotters.

6: Ronnie Barker

"Ah. Good evening. I'm here today to talk to you about trains. Funny sort of thing, really, as I don't seem to have any notes with me. Never mind, I'm sure I'll think of something. Trains , yes. How about this: There was a train driver called Billy, Who now and then acted quite silly, He walked down the Strand, with a spade in each hand, And a coal scuttle hung on his nose. Ha! Ahem. No? You didn't like that one? Alright, how about this then: There was a young lady quite proper, Who courted the son of a copper, One day on the train, She caught him with Jane, And lobbed off his nose with a chopper. Eur! What? Am I a trainspotter? Oh no no no. No indeed. Certainly not. Absolutely no . . . a fiver? Oh, well, yes of course I'm a trainspotter! And so it's goodnight from me, and it's goodnight from him."



Konami Software Club



What's a great source of up-to-date information, news, hints'n'tips, competitions? Blimey, sounds like Your Sinclair! No, it's not! It's the new Konami Software Club. The club costs only £3.95 a year, and for that you get a monthly newsletter, a flashy membership card (with your computerised membership number printed on it!), and access to the Konami 24 hour Helpline. The newsletter features regular compos, Konami merchandise (T-shirts, plastic fangs, sugar coated mice, eye of toad, wing of bat, etc.) and a periodic free draw of all the membership numbers. The club chairman, Mark Smith, says it already has quite a few members, especially abroad, and its information and help on arcade games and computers is proving very popular. Write to Mark Smith, Konami Software Club, Bank Building, Bank Street, Newton Abbot, Devon, TQ12 2JL.

Interesting Hollywood Fact Number 1096

Did you know that Charles Bronson, star of Gremlin Graphics' new game *Death Wish 3*, is so short he has to stand on a box to do face to face shots with other actors? Poor lad. No wonder he's never done a film with Dudley Moore!



Win! Win! Win!

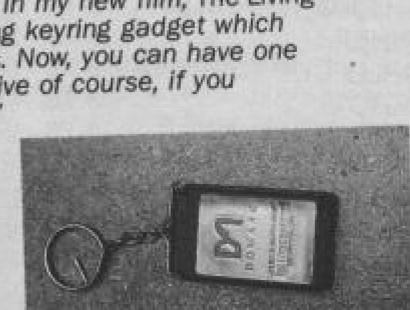
YS COMPO

20 James Bond/Domark Whistling Keyrings To Be Won

"My name is Bond, James Bond. Now where did I leave that damn keyring? Phweep! (Beep beep beep!) Ah there it is! Now where was I? In my new film, The Living Daylights, *I've got an exploding keyring gadget which gets me out of a few scrapes. Now, you can have one too, minus the plastic explosive of course, if you answer this simple question."*

What's the name of James Bond's friend who works for the CIA? Is it:

a) Felix The Cat
b) Felix Leiter
c) Felix my ice cream one more time I'll hit him



Send your answers to: My Name is Phweep! Beep beep beep! Compo, Frontlines, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Tizers

Wish they all could be *California Games*! Epyx's latest collection of sporty sims (remember 'twas Epyx who gave us *Summer Games, Winter Games* and *World Games*) has caused a bit of a stir at the Consumer Electronics Show in Chicago — along with System 3's *The Last Ninja*. And, just to show how important we Specsters are these days, both of these monsters are winging their way onto the world's fave computer (the Spectrum, dolt) at 186,000 miles per second, and should be ready in time for the PCW Show, like virtually everything else. Even though those yankee chaps tend to be a little excitable, we can confirm that *California Games* is a winner, at least on the hiss-boo 64. There's skateboarding, surfing (well 'ard), BMX biking, roller-skating, footbag (weird!) and of course, the ultimate test of skill and temperament, frisbee throwing! All with the Beach Boys thrown in. Mellow, or what?

Arkanoid's proved quite an . . . inspiration to software houses, and the latest to have a go is Alligata with *Addictaball*. It's got all the features — bricks with goodies bolted on, loads of different screens and variations galore. It even scrolls! It'll be out soon at £4.99, and we hope to review it in the next issue.

One major British software house may (or may not) have signed up three of the hippest, coolest and downright fabbest arcade games of the mo, all for Chrimble release. We can't say who, but those games are — gasp! — *Alien Syndrome, Soldier Of Life* and *Darius*. We're on the edge of our seats!

Meanwhile Activision has already signed the licence for what's likely to be the next huge success for Arnold Schwarzenblauen-grünengelsellschaft, the well-known hunk of beefcake and the Ed's pin-up. *Predator* is the film, and it's already made $900000000000000 since it was released 19 minutes ago in the US. It's about a mercenary leader who accidentally runs into some aliens in South America. Realistic? You bet, and it'll be over here very shortly, with the Speccy game hard on its heels. Can't wait (slobber).

Games games games! Yes, that's three games, and they're all en route from Digital Integration. *F-16 Combat Pilot* is a fixed-wing simulation, in which you use a complex payload of avionics to search, locate and destroy targets in all weathers. Weapons include AIM Sidewinder and AMRAAM missiles, AGM Maverick, laser guided bombs and 30mm cannon. Translations please? There's also *ATF (Advanced Tactical Fighter)*, a brainy arcade extravaganza, and *Bobsleigh*, a sportsim with World Cup and Olympic tracks. Yummy! More details soon.

MUSIC BY MAIL

- SOFTWARE - DEPARTMENT

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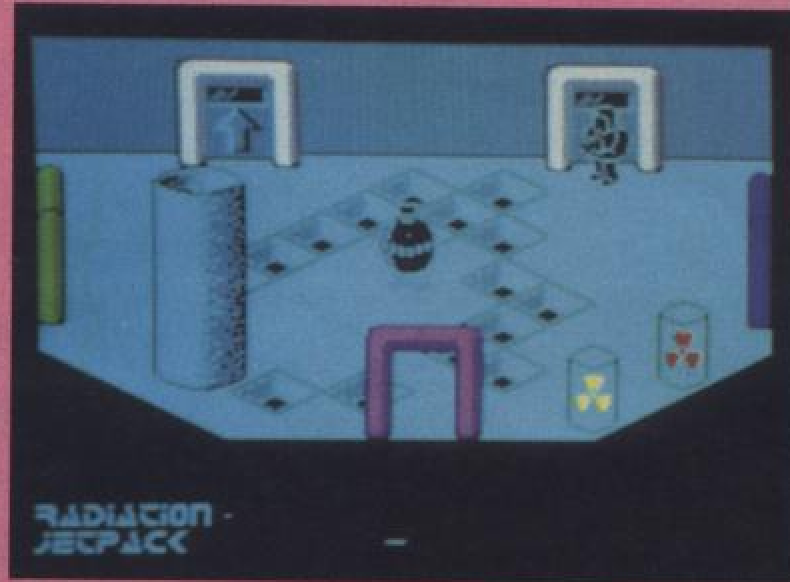
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FUTURE SHOCKS

It's Friday, it's five to five and it's . . . Future Shocks! (Future Shocks!) And would you like to win a Future Shocks pencil? Read on . . .

CHAIN REACTION



Blue level's not as hard as some. Pick up those rods and drop them down one of the holes in the floor, but avoid the robot (or kill it), or else you're dead meat.



Falling down most holes will do you no lasting harm, but this one's another story— it's the central shaft down which you must deposit the nuclear rods. Instant death awaits you if you decide to follow them down.

And what of Durell? After *Sigma 7* and *Saboteur II* (both adored to pieces by the *YS* mouth-frothers) the company's been a little quiet of late. But deep in sleepy Taunton, they're doing more than quaffing the local gargle. In time for Christmas, expect *Chain Reaction*, an ultra-quick shoot 'em up cum arcade adventure set in an aborted nuclear power plant.

Foreign agents (wouldn't you know *it*?) have infiltrated the plant and spread highly radioactive rods all around the place. It's up to you to wander around in your specially adapted radioactivity-proof suit and put all the rods down a central shaft. This doesn't necessarily make them safe, but at least it gets them out of the way.

Not, of course, that it's as easy as just picking them up and dropping them down. There are seven floors in the plant, each of 21 rooms, and it's impossible to go up a floor until you've cleared the floor you're on. The foreign agents have fiendishly dug holes around the place for you to push rods down (or fall down if you're not careful), and as you rise through the levels, you begin to notice how on each floor there are rather more holes and rather less floor for you to negotiate. Guarding the plant are numerous less-than-cuddly armed robots who will fire at you without a great deal of provocation (why didn't they do that against the foreign agents, eh?) Fortunately you have a sub-machine gun which often comes in handy.

Chain Reaction isn't finished yet, and won't be out for yonks, but the demo we saw was already fast, playable and quite addictive. Movement is in eight directions and it's surprisingly brisk — just as well, 'cos you often have to move pretty swiftly. Look out for it in the autumn — we'll give you more details nearer the time.

TUBE



Take it away, Jools! ". . . an' tonight on ver *Tube* we got ver new game from Argus. Cor blimey, vat sounds like a groovy (beep) old (beep)! An' after vat we got some greasy little guitar baynd from Guildford. Over to you Paula" "Squeaky squeak. Tee hee. Squeaky squeak. Tee hee hee." "Fank you, Paula, for those pearls of wisdom. An' now, ver *Tube*, a vertical scrolling shoot the (beep)ers up, which takes place in a tube the shape of a polo mint, alvough not ver size, 'cos you wouldn't get any (bleep)in' spaceships in it, would ya? Anyway, ya got to collect ver Dilithium Crystals and escape. Simple innit? Okay, let's hear it for . . ."



•PREVIEW•PREVIEW•PREVIEW•

FUTURE SHOCKS

DEATHWISH III



He's dark! He's mean! He's a killer with a moustache. No, not the Man Ed — this is Cheerful Charles Bronson we're talking about. Macho man extraordinaire, famous for his incredible thespian skills (oo-er) at playing Charles Bronson. You've watched the film, you've read the book, you've wiped off the blood — now play the computer game, as Bronson takes the law into his own paws for the umpteenth time. Equipped with his bare hands, oh and a 475 Wildey Magnum, a pump action shotgun, a machine gun and let's not forget the rocket launcher, he scours the streets of New York looking for punks who'll make his day.



If you fancy playing Bronson with a little more spark than he does, look out for Gremlin's version of *Death Wish III*, out in September at £7.99. Bring out the Bronson, mum!

Dawnssley



Ah, you know where you are with an inlay card that starts with the words "Hobbo the Elf and Thor the Warrior are imprisoned in the enchanted underground caverns of Dawnssley". Yayhayhay, it's a *Gauntlet* clone! Or so it looks from this screenshot — 27 levels of crash bang wallop, collecting keys, treasures, spells and potions while killing everyone that moves. Hobbo, it seems, is armed with his magic fireballs, which no doubt breaks the ice at parties, while Thor has a mighty throwing axe with which to amuse the neighbours. *Dawnssley* comes from Top Ten (wishful thinking?) and you can get it for a penny under two quid.

CONVOY RAIDER

The free world is in peril, war's been declared and God bless America The weakest point (besides the President's brain)? The coastline, so a strategic defence initiative has been adopted. Let's do it to them before they do it to us!

Your mission is to patrol and defend your coastline — fortunately the Pentagon has supplied you with loads of lovely fizz-bang weapons to do this with. So yes, it's a strategy game, but don't switch off, turnipheads, 'cos this is a strat game with a diff! And the diff is violence! 'Cos there's more than a smidgin of shootin' goin' on in this Gremlin £7.99er game, and we'll be reviewing it next month. Can't wait, eh, chaps? Chocks away!



GRAND PRIX SIMULATOR

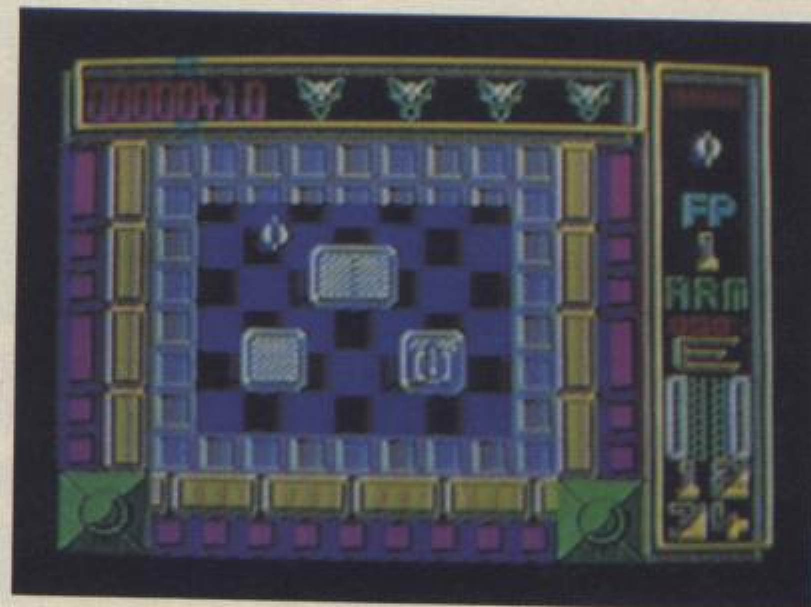
Vrrrroooommmmm! Screeeeech! Burn rubber! "And *it's* Nigel Mansell in first *place* from the Brazilian Ayrton Sennapod . . ." "Er, that's Senna, Murray." "Yes, and Senna's in there *too*, just behind the big Brazilian Sennapod . . . *and* we've just heard that Alain Prost *has* retired from the race here at Hockenheim . . ." ". . . Monza, Murray . . ." ". . . with reported enigne trouble . . . *yes* it appears that his engine has fallen out. James?" "Yes, Murray, a major problem for Grand Prix drivers, the engine falling out . . ." ". . . Usually means the end of the race, doesn't it, James?" *Grand Prix Simulator* is Code Masters' follow-up to *BMX Sim* — it's out now and it's a mere £1.99.



FUTURE SHOCKS

MOON STRIKE

You'll never guess — yes, it's the year 2087! Judging by what software companies are predicting, we can expect a pretty heavy year in a century's time. Especially as Professor Humphrey Bogus, inventor of the digital teabag and clearly Potty To The Core, has parked his latest mega-weapon, the Tachyon Vortex (sounds like a seedy nightclub in Derby to us), on the near side of the moon, in readiness for the entirely pointless destruction of the Earth! He's also said some very nasty things about your grandmother, which is why it's you in the Mk IV RumpoHawk fizzing along the lunar surface, weapon ablazing. Along the way you'll encounter flying coins, bombs, pizzas (*Yum! Phil*) and even the Mona Lisa, as you'll see by our screenshot. Cool Could this be the first wacky vertically scrolling shoot 'em up? Very possibly, as it's been written for Mirrorsoft by Binary Innovations, a young team of New Zealand programmers. *Moon Strike* is released on September 10th, price £7.95.

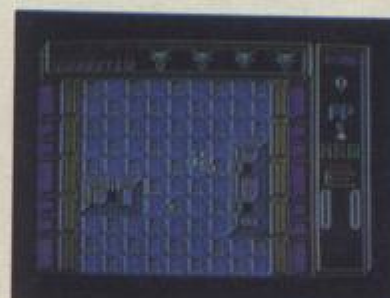




HYBRID

Ariolasoft doesn't mess about. Not only do we have *six* of the company's games reviewed in this issue (count 'em), but here's another one that's coming soon on the Starlight label. In *Hybrid* you have control of three sophisticated battle droids, which you must join together to form one superior and deadly unit. Naturally enough, you're stuck in a huge (200 rooms) alien complex, and there are only four rooms (or 'cells') in which you can glue your droids together. When the three Hybrids are united, they're transported to the cell of an alien, and when they've killed it, they transport back separately and you have to go through the whole palaver all over again.

Hybrid's out in August at £8.99. With its rude-sounding "multiple droid merge facility" it may well be a hit!



MYSTERY on the Nile

Qu'est-ce que c'est? C'est un petit mystery avec le nom de *Mystery Sur La Nile*. Je suis Hercule Poirot, l'homme avec le quivering moustache. Ooh là là! Je suis 'ere to tell you about zis new jeu from Fireoiseau. Eet stars zese three intrepid adventureurs, Nevada (sounds more like a desert than a hero), Janet and Al-Hasan (you can call me Al). Some naughty little personne called Abu Sahl has nicked ze old Egyptien jewel of ze Nile . . . tut . . tut and carried eet off down into ze catacombs. Zut alors and braised courgettes! Can ze trois adventurers get it back before eet is too late? Je ne sais quoi, mais la *Mystery On The Nile* will be out next month, priced at £7.95. Bon chance, matelots!



FUTURE SHOCKS

Rebel



Rebel rebel, your face is a mess — let's hope that the game isn't. Virgin's latest cherry has a reet sci-fi scenario, recounting as it does the attempts of soya plantation worker THX2240 (ah, these futuristic names — what poetry!) to escape the state controlled agricultural bloc and join the rebels and outcasts living outside the perimeter walls. She's only sixteen, only sixteen, with eyes of someting rather (lyrics were never our strong point) but with the help of a tank she's nicked, TH (to her friends) plans to redivert the solar beams that keep the bloc at a constant temperature to shatter the seals in the exit tunnels (poor little seals — it's not fair, is it?) It can't be that much fun in there, 'cos her chances are only 574 to 1. Sounds like *Logan's Run*? Well, it's *Rebel* from Our Price (Shome mishtake shurely?) — it's out now at £9.95.

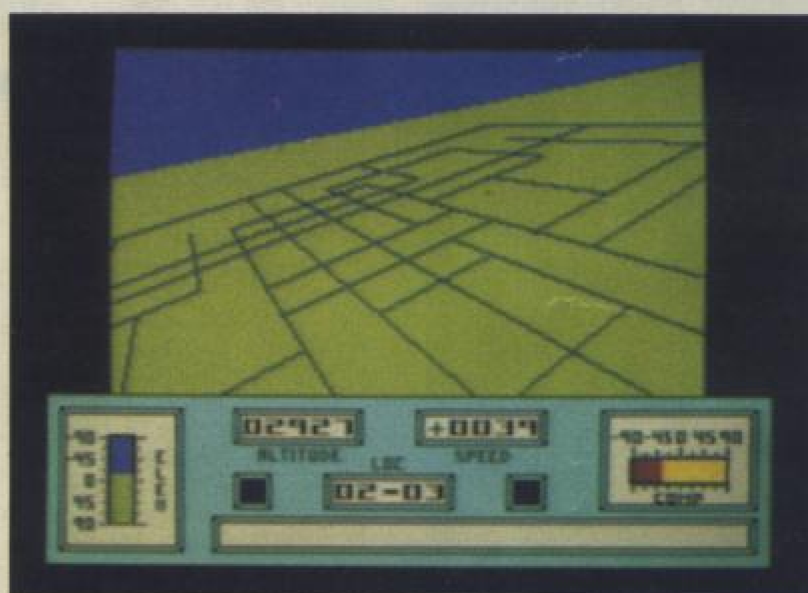


SIDEWISE

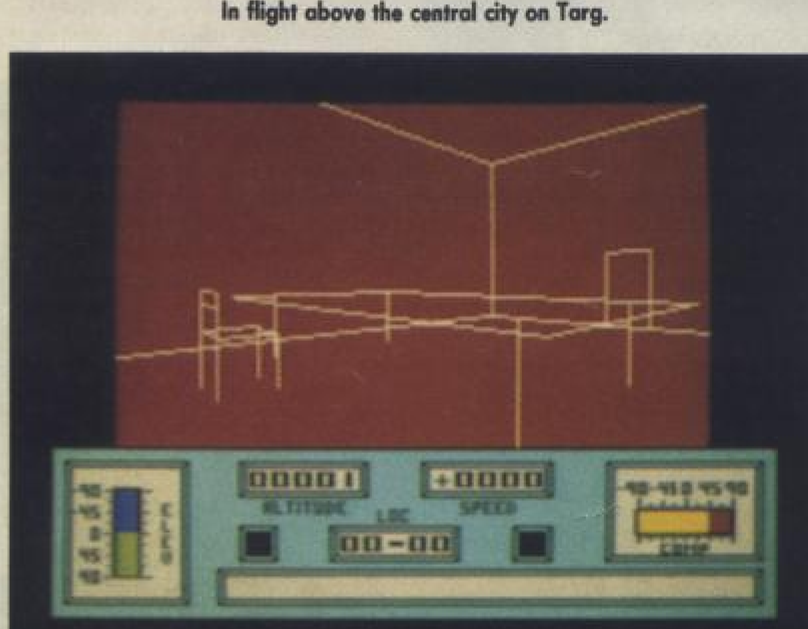
Firebird may no longer be releasing Odin games, but the final fruits of its association with the Liverpool software boffins may turn out to be very worthwhile for all concerned. *Sidewise* is a monochrome shoot 'em up, scrolling horizontally—a wee bit like two billion other games, n'est-ce pas? But unlike all the others, this one's been written especially for the Spectrum, so there's no sense as you play it of features being crowbarred in — Odin's Steve Weatherill has kept it simple and used the machine to its full potential. There are four worlds to zip through, with formation after formation of lethal aliens to zap. If you do get through 'em all, there's a fifth world that's *really* wriggly. Firebird's really confident of this one, and all we can say is that we were hooked. Out in September (no price yet), but see for yourself next month.

NEXT MONTH . . .
. . . all sorts of stuff as the software companies line up with their PCW Show goodies. So we may be seeing Ocean's long awaited *Renegade* conversion, US Gold's not quite finished. *Road Runner*, and Micro-Prose's reputedly tasty *Gunship*. Plus the usual bits and bobs, and most of the same jokes.

MERCENARY



In flight above the central city on Targ.



The Palyar briefing room

Yoho! 'Tis *Mercenary*, the long awaited (yup, and we mean it this time) wire-frame epic from Novagen that's befuddled and befoozled Commodore 64 owners for so long. Imagine yourself stranded on a distant planet, your ship blown to w-bozons and your life expectancy short. The planet Targ is riven by war, as the native Palyars fight a losing battle against the invading robot Machanoids. Escape is your aim, but as a soldier of fortune, you'd be a bit of a dork if you didn't take advantage of market conditions, squire, and look around for a few nice little earners first.

One aid is Benson, a megaship in-helmet computerised mentor who's got you out of many a scrape before now. You can buzz around in various types of flyer (if you buy 'em first, of course) or just walk about. Part of the fun is just exploring the massive network of buildings and scenery of Targ. You then have to decide whether, as a mercenary, you're going to join up with one side or the other and make a bit of dosh, or retain your independence and see what else is going.

The game — originally written by Paul Woakes — has taken Novagen programmer David Aubrey-Jones a year to convert to the Spectrum, but it seems that all this hard work has been worthwhile — the game includes all the original features and it's supposed to be megaswift. We hope to have a review of the game next month (it's out in early September at £9.95), but for the moment have a dekko at these screenshots — could a treat be in store for Speccy owners?

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Letters



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ON THE RECORD

Northampton Home Computer Centre has offered a local and national computer hardware, software and repair service for many years on the most popular computers and with regard to repairs on the 48K Spectrum we quote as little as £2.50 while you wait, £10 for a keyboard fault and £19.50 only if we suspect one or more ICs have blown, (normally due to interface damage) with a seven to 14-day turnaround. We could also give away "free software and things too!" if we charged our £2.50 customers £19.50.

Mr C Pougunas said "WHAT! I can get it done through the post in 24 hours" (and that without any inspection) — well, we know, don't we, that you'd be lucky to see your computer within 72 hours, if ever again. Mr P complains about the £10 express charge. This service is aimed at the business user where downtime can spell disaster, the £10 being paid to the engineer for overtime (is it really too much to ask, Mr P?).

So what did he do? Leave his computer with "a load of crooks" or have it repaired through the post in 24 hours? You'll never guess. We replaced the cpu soak tested for 48 hours and charged him £19.95 and that was in April. Well Phil, we can't win them all but we'll keep trying.

KP Lower
Northampton Home Computer Centre, Northampton

You may not win them all but you've certainly won Mr C Pougunas . . . **Ed**

HAPPY CUSTOMER

I was very pleased to see my letter re computer repairs in the July issue, but after further dealings with the Home Computer Centre, I'd like to add a postscript.

About three weeks after the original repair was completed my Speccy went on the blink again. I rapidly departed to said shop to complain and was met by the nicest reaction possible. They politely pointed out that I was suffering from 'interface damage' and asked to see my receipt for the previous repair. I was unable to produce the receipt and insisted that my interface was okay. Anyway I rushed home, got my interface (joystick) and returned, whereupon they proved the interface *was* faulty and the damage was a result of its use, ie my own fault.

From my previous experience I would have expected to be told 'Tough' — another £19.95 please and a two-week wait. But there was none of it. While I was getting my Interface they had repaired my Speccy and said that because they hadn't warned me of the dodgy interface they would only charge me cost price — £5. I departed very happily as you can imagine.

C Pougunas
Northampton

Well that says it all really! **Ed**

SORRY SAGA

In October 1986 I bought one of your magazines and was very impressed with the content. Shortly after, I decided to upgrade my Spectrum by getting a Saga Elite keyboard, having seen the Saga advert in YS. With the order I enclosed a bank draft and allowed extra to cover return postage by air, and specifically asked for this as I wanted the keyboard before Christmas. In mid February, when I still had no reply, I wrote to Saga asking what the holdup was. It's now June and I have not had a reply even to that letter. Last week I attempted to ring Saga but after 15 minutes of trying I was told by the London operator that the number was no longer in use. They could give me no alternative number to try.

Has Saga Systems gone bankrupt? The Bank of NZ here has informed me that the bank draft I sent was cashed in mid-November. How can I go about getting my money back?

A L Storm
South Dunedin, New Zealand

I'm afraid Saga Systems has gone bankrupt and is now in the hands of the liquidators. I agree it's very unfair when a customer has to suffer this way. The only thing I can suggest is to get in contact with Saga's liquidators, Latham Crossley and Davies, at Stanhope House, 110 Drury Lane, London WC2B 5ST giving them details of your purchase. Hope you have some luck. Incidently two other companies, Empire Software and Specialist Computer Repairs have also gone bust so please do not send any more orders to them. **Ed**

TESTY TESTY

Name: Philip Gargin
Paper: A level General Studies
Centre Number: 12839
Candidate's Number: 007

Question 1: Imagine you are feeling a bit down and could really do with an ego boost by seeing your name in print. You decide to write a typical letter to *Your Sinclair*. Marks are given for:

- Writing in a humorous style without ever actually being funny.
- Complaining about something.
- Pointing out how ugly/beautiful or how stupid/clever a member of the *YS* team is.
- Using the word mega, adding at least one PS and signing yourself with a silly name.

Philip Gargin
Romford, Essex

PS The July cover was mega, and sums up the 'Up yours you scummy aliens' feeling of what playing games is all about.

EXAM RESULTS
Name: Philip Gargin
Paper: General Studies
Centre number: 12839
Candidate Number: 007
Result: FAIL (with distinction!)
Ed

A DOG'S LIFE

I bet this is your first letter from a dog (woof). Anyway who is the prat with the name of Phil! Are you male, female, canine or just an excuse of a human who pulverises people's letters to bits? (Howl woof bark growl.) Speak up Phil, what are you?

Rover
Winstanley, Wigan

Snuffle, squeal...oink, oink... snuffle... sniff, grunt, grunt! **Phil**. *I think what Phil is trying to say is, 'I am not an accountant, I am a human being'.* **Ed**

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.



This month's cartoon comes from none other than William Thompson of Southport, Merseyside

Letters

WELL SPOTTED

STAR LETTER

Please find enclosed the very first genuine photo of a trainspotter. Although of tender years, this specimen is already showing clearly all the traditional features of such beings — (from the top) tousled hair, NHS specs, furry blue cardigan with hood, army surplus rucksack, Star Wars sleeping bag, crumpled corduroy trousers and battered plimsolls. He also had a squeaky voice, but this can't be determined from the photo (obviously).

I hope that this material is useful to you in your campaign to convince the general public of the existence of the trainspotter phenomenon.

Jeff Tupholme
Arnold, Notts

It's the crumply corduroy trousers that really give the game away — he's obviously in the advanced stages of trainspotting — poor chap. It's actually quite early in the season for these elusive weirdos to appear in this part of the country so you've actually been very lucky to get a glimpse. If anybody else out there has any photographic evidence of the existance of the Very-spotted trainspotter please write in and let us know. **Ed**



HIDE AND SEEK

In the November issue of YS there was an article concerning *3D Game Maker* by CRL. I read this with interest and waited for its arrival in the shops.

It is now the end of May (*Not any longer it isn't. Ed*) and I haven't seen any sign of this game at all. Would it be possible to inform me of the situation and if not could you tell me CRL's address so I can get in touch with them.

Mark Eyre
Burscough, Lancs

It's true! 3D Game Maker *has indeed been unavoidably delayed, probably due to lemmings on the line at Surbiton. But seriously, CRL says it should be appearing very soon. But, then again that's what Firebird said about Star Trek.* **Ed**



TRAINSPOTTER AWARD

FLIPPING 'ECK

I hereby claim a trainspotter award for spotting a mistake on the very first page of your marvelous mag. There on the contents page in the top left-hand corner in the cover game. Thing has lost his flippers. You can even see where they were meant to be. Send me the award and I might keep quiet about it.

David Fraser
Port Glasgow

For heavens sake keep your voice down or everybody will hear about it. It's true we made a mega boob, or rather Peter our new Art Editor did. He just can't help himself. Once he gets a scalpel in his hand he gets this overwhelming desire to slice off people's bodily members and unfortunately there's no known cure. All we can do is keep him away from cutting implements which does prove a bit difficult in his line of work. Aaaaaargh! Sounds like he's just scalped Phil for the tenth time this week. **Ed.**

A OVER T

Well, you really messed up this time. I mean, one or two pictures is okay. But the whole mag! I'd change printers if I were you. *Frontlines* managed to get through alright but the rest — even the covers were printed upside down!

Yours *TRAINSPOTTINGLY*

Suzi Yann
Dudley, West Midlands

Caught again! We really thought that we could get away with it 'cos we reckoned you'd all assume Frontlines was the only thing that had been printed upside down. Well, you're obviously too clever for us so expect a trainspotter award fairly soon and we'll promise we won't do it again.



ALPHABETTI SPAGHETTI

Recently I did a survey of the first letters of games reviewed in YS, 375 of them in all. This may sound very boring (*Yes. Ed*) but I uncovered a conspiracy of software houses in favour of the letters B and S, at the expense of the letter X. Only one program reviewed out of all 375 started with X: Xcel.

The rest of the results:
A=19, B=37, C=23, D=26, E=8, F=20, G=21, H=11, I=7, J=4, K=7, L=4, M=25, N=7, O=4, P=18, Q=5, R=20, S=56, T=22, U=3, V=4, W=14, X=1, Y=4, Z=5.

R Blackie
London SW1

I can understand why eight out of ten software companies, who expressed a preference, should be biased towards the letter S, I'm very fond of it myself. But why, oh why, do they shun the letter Y? Come on software houses, let's have some games beginning with Y and even more starting with S. They've just got to be the best letters in the world. **Ed**

PIMMS NO. 1

I have a problem. I've still got that old rubber keyboard computer called the Spectrum 48K. I want to get a new computer and I was almost certainly going to get the +2. That was until the July YS edition previewed the new computer to come — the +3. The +3 looks brilliant but it's £100 more than the +2. So I now have the problem of which to buy — the +2 or the +3. Please, please, please could you give me some advice. I use my computer for playing games and nothing else.

Daniel Pimm
Northwood, Middlesex

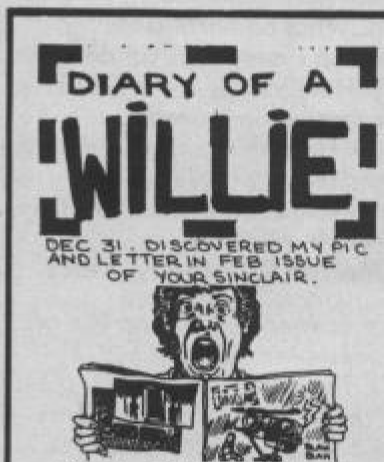
Well, the only major difference between the +2 and the +3 is that the +3 has a built-in disk drive. Since you only use your computer to play games you'd probably find the Speccy +2 adequate, though you obviously wouldn't be able to take advantage of any of the disk-based software that should soon be available. It's really a matter of what you can afford. **Ed**

SIMON SAYS

I wish to enquire about the whereabouts of a copy of *Arcade Dream* by Generation 4 reviewed in the April 1986 YS issue. I desperately need a copy so please could you locate me one or at least a shop able to sell me a copy.

Simon Hall
Harrow, Middlesex

Where on earth have you been for the last year and a bit? Arcade Dream was an April Fool. There is no company called Generation 4 and the only shop you're likely to get a copy is a joke shop. Sorry, but I think you've made yourself look a bit of a plonker. Then again, you do live in Harrow! **Ed**



William Harbleson from Auchinleck collects prizes for this month's Doodlebug and the one in February's YS.

Letters

HARD FACTS

I am writing to comment on the Hard Facts Special on the +3 in the July issue. I feel that it didn't give enough information on the machine, so here are some questions I would like answering.

1. Although you said the disk took 15-20 seconds to LOAD the demo games, what about SAVE, VERIFY etc? How about doing some speed trials like you did in *Your Spectrum* issues 14 and 16 for Microdrives, Wafadrives etc?
2. What K storage do the disks have per side?
3. What syntax do the disks use?
4. How much are they?
5. Can Multiface transfer to the disk or is there an internal method?
6. Although there is a tape/sound socket can it record and LOAD from tape?
7. Is there any improved 48K software compatibility?
8. What on earth is Peritel which shares the RGB output?
9. How exactly is the COPY command improved?
10. How do the standard and shaded screen dumps get activated? How good are they?

Mark Weston
Melton Mowbray, Leics

In answer to your barrage of questions:
1. The same. 2. 350K. 3. LOAD "device: filename". 4. approx £5. 5. No to both questions, but Romantic Robot won't hang about. 6. Yes. 7. Eh? 8. I suspect it's a kind of special Philips video standard. 9. COPY EXP gives you an expanded grey scale dump. 10. See above and dunno, in that order. **Technical Phil**

AFFIDAVID

I am just writing a quick note to congratulate Victor Bell on his great Doodlebug cartoon featuring Magic Knight (July issue). The humour appealed to me and I imagine Magic Knight, if he were in total control of his own destiny, would be inclined to take the same attitude. (Unfortunately for MK I am in total control of his destiny and if it was as easy as the cartoon made it sound I would not be able to write a decent game and make a living!)
Yours in a multitude of interesting ways,
David Jones
Enfield, Middlesex

Glad you liked it. It's the 'Yours in a multitude of interesting ways' that I'd like to know more about. **Ed**



MALE MAIL

Hello! It's me again! Don't worry, I'm not going to rave on about how much I love Martin Dixon. I've decided that since he doesn't work at *YS* any more I'm going to have to find somebody else in the mag to rave on about. So what I want you to do is print the pictures (or just one picture) of all the males at *YS* who want some fan mail. Then I'll pick the one who I think is the most handsome, and he'll be guaranteed fan mail for life!

Oh come on lads! Don't tell me you don't want fan mail every month from an attractive young lady who tells you how much she loves you, and how handsome you are, and what a wonderful body you've got, and how every time she sees your picture she goes WILD with desire?

I'm so desperate to find a new idol I would even consider Phil South.

Claire Terry
Southampton, Hants

You must be desperate if you'd consider Phil 'Gis a sandwich' South. I'd hate you to resort to such a low level so here, just for you, is a line-up of the chunks who work on YS. Take your pick! **Ed**



MARCUS BERKMANN   DARRELL KING   PHIL SOUTH   PETER GEORGE

WELL RED

Well done you clever boffins at *YS*, you've enticed yet another amazed disciple away from an Iron Curtain magazine. Yes, you've guessed, after picking the May issue of *YS* from the shelves, instead of my usual communistic *Soviet User*, which is rather tedious and boring, I have now defected and woken up to rejoin the rest of the free world. It was the free game though that swayed the swingometer truly in your favour. *Road Race* was brill (*Not carp, dace or perch? Fishy Ed*), just what the doctor ordered for my poor fatigued Speccy. But there was only one problem — it was a little on the easy side. My best go gave me 25th place.

I can't understand why Ocean didn't put it in the shops — it could've been a mega excellent budget title. I suppose they heard about *YS* from a reliable source (Thatcher, the Queen, God).

Darren Mitchell
Northfleet, Kent

Well what do you expect from a magazine by appointment to HRH the Queen. Glad you liked the tape, keep reading and we may well put another one on. **Ed**

MISSING THE BALLPOINT

I was going to write this letter to you in my old biro, but I thought this unfit for the Editor of such a mega publication. So I wrote it in my new biro.

Ian "Quite a guy" Wormwell
Keighley, W Yorks

PS Sam (wahay!) Fox! Just had to get it in!

Get what in? No, don't answer that. Loved the new biro — have you ever thought of becoming a Pen Pal? **Ed**

SMALL PRINT

Paul Gunn
Hurstpierpoint, Sussex
Lucky I had my superpowerful laser magnifying glass on me or I would never have been able to read your small print. **Ed**

Are brackets an inherited disease by Editors?
Jane Stevens
Sevenoaks, Kent
[[[(((No,no.))) (((Whatever gives you that))) idea?]]] **Ed**

Tell Ed I think he's really cool.
Andrew Kirk
Dresden, Stoke-On-Trent
Well, thanks a lot. Only one problem, I'm a woman! **Ed**

I have nothing of interest to say.
John Watts,
Reading, Berkshire
That makes two of us. **Ed**

Anybody that gets printed in Small Print must be a complete idiot.
Sam Brown
Birmingham
You said it! Ed

DESERT ISLAND DISKS



Here's a likely looking chap who goes by the name of Mark Franks. Here he is, happy as a sand boy, on his desert island with his eight favourite games. Off you go, Mark...

Turbo Esprit/Durell
Brrrrrmmm! Screeeech! I love the detail on this game — walking people, road works, zebra crossings. In fact, I love the whole game.

Trap Door/Piranha
It's ace watching Berk plod around the screens, doing naughty things like crushing Boney under a ten ton weight (Splat!)

Back To Skool/Microsphere
Just like my school, but completely different! Water pistols, catapults and stink bombs make a triff game.

Quazatron/Hewson
KLP20 — the droid with everything, and what he hasn't got he grapples off the nasties. Ace graphics, ace sound, ace game!

BMX Simulator/Players
Drivers ready, pedals ready, GO! Great graphics, great sound and great fun, especially with a friend. (*Yes, but what about the game? Ed.*)

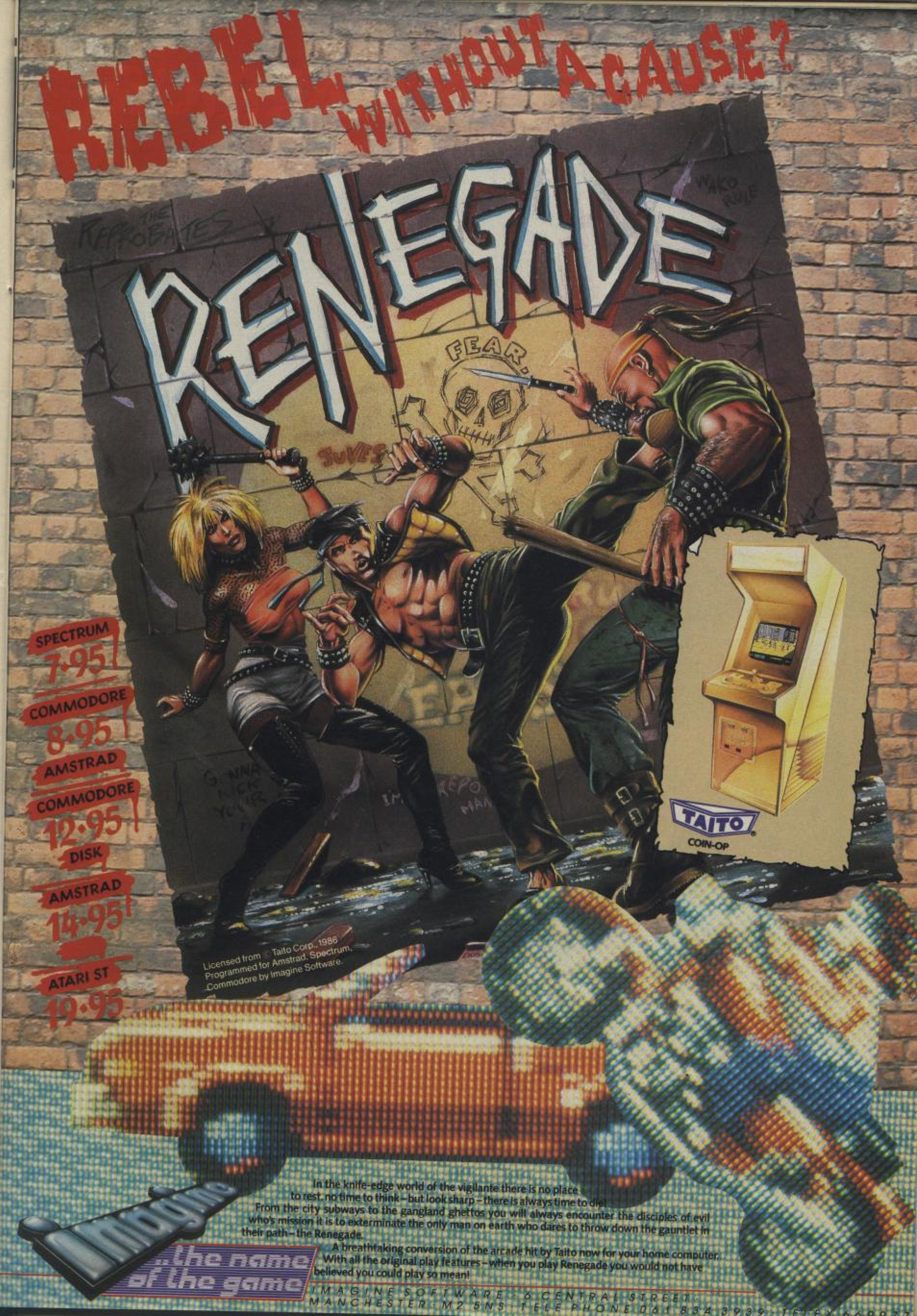
Football Manager/Addictive
An oldie, but a goldie. Ancient graphics and sound, but I still love it.

Starquake/Bubble Bus
The ultimate Ultimate clone. Mega graphics as Blob blasts all those nasties.

Cobra/Ocean
Cor! Worra hero, worra man, worra brainless twit and worra game! Head butt the heavies, knife the nasties and blast the baddies. Complete and utter violence. It's ace!

KINDLY LEAVE THE STAGE...

What do you call a fly inside Phil South's head?
A Space Invader! Ha ha!
Claire Terry,
Southampton, Hants


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Commodore by Imagine Software.
Imagine
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In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die!
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YS COMPO



What a winner!

Is your name Bond, James Bond? If it is, tough! You can't enter this superb compo that we're running with Domark. All the rest of you, well you're laughing, aren't you? You've seen the film (and if you haven't, read *The Living Daylights* review in our new charts section, *Street Life*), you've played the Speccy game (see the review in Screenshots), so now, what more do you need to be smooth, cool and have women falling at your feet? Or men if you're a woman, if you see what we mean.

Well, it couldn't be more obvious, could it? A 3 waveband stereo tuner with turntable, twin cassettes and compact disc player, that's what! The radio has LW/MW/FM, five bar graphic equalizer and an LED volume level indicator. The CD player is front loading (oo-er!), with full digital display for the track, number, index and time. It also has a full 16 track programmable memory! And to add to the smooth 'n' sexy details, it comes in a nifty black finish, so you too can be megacool and a real hip dude, just like Jimbo.

And if you don't quite have what it takes to be really laid back, but you're more than run of the mill, then you'll be shaken and stirred by the runners up prizes. Five people will receive copies of *The Official James Bond Movie Book*, which'll tell you all about how to become the new James Bond in the year 2020, 'cos Timothy Dalton's sure to be too old by then.

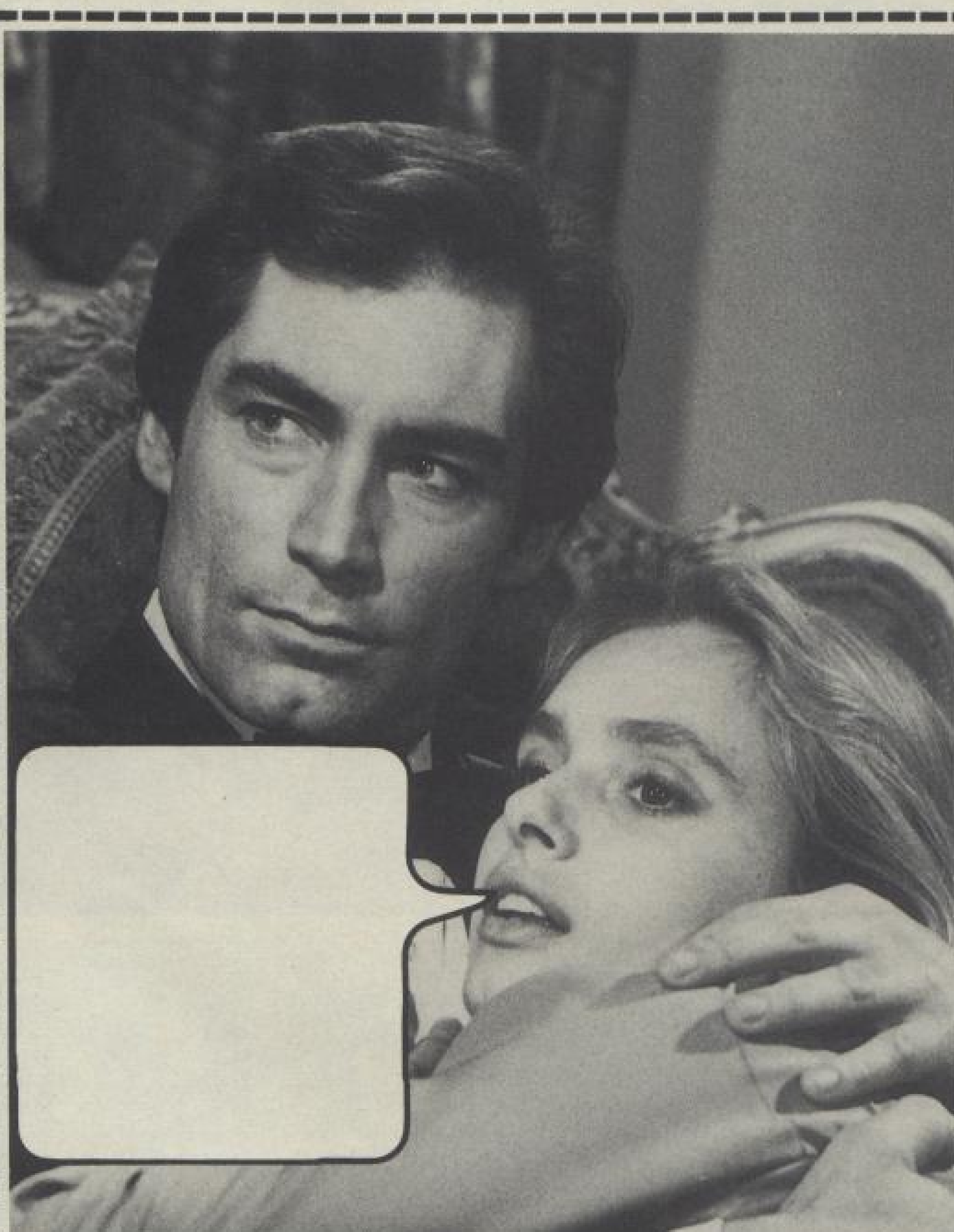
And how do you go about getting hold of these triffic prizes? Easy — just think up a caption for this piccy of James and his latest lady, fill in the balloon, bung your name and address on the coupon, and whizz the whole lot into us at the My Name's Bond, James Bond, But My Friends Call Me Angela Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Couldn't be easier, huh?

Rules

• Employees of Domark and Dennis Publishing will be forced to join SMERSH if they try to enter this compo.

• You won't half be shaken if you don't get your entries in by September 30th, 'cos you'll be too late if they come in after that.

• M says she doesn't want to hear any arguments about her decision — it's final!



You can't knock the living daylights out of me — here's my caption:

Name ....

Address ....

....

.... **Postcode** ....

COCONUT CAPERS

Jack The Nipper II

Jack's back! But how does Gremlin Graphics' Jack The Nipper end up on a log flume, on an underground river and in the middle of the African jungle? We packed *Phil South* off up the river to find out.

Come on, admit it! You're a naughty little nipper at heart, aren't you? This being the case, you'll be as pleased as I am to discover *Coconut Capers — Jack The Nipper II* is due in September from Gremlin Graphics. The game takes place after the ending of *Jack The Nipper*, where Jack achieved 100% naughtiness. Mr and Mrs Nipper got so much earache from the shopkeepers about his naughty capers that they decided to get rid of him to their auntie in Australia. As usual he does the exact opposite of what his parents want, and jumps out of the aeroplane over Africa, using his nappy as a parachute.

The game begins as Jack starts wandering around the jungle, looking for naughty things to do to all the jungle japesters. There are natives, with their grass skirts and sunglasses, Tarzan, with his swinging vines and sunglasses, the crocodiles… with their sunglasses!?! Even the monkeys have shades on, and the elephants have the biggest you've ever seen! (Oo-er!)

Whereas the previous game was an arcade adventure which had depth, so you could walk backwards and forwards, into and out of the screen, *Nipper II* is in the classic platform style, totally two dimensional.

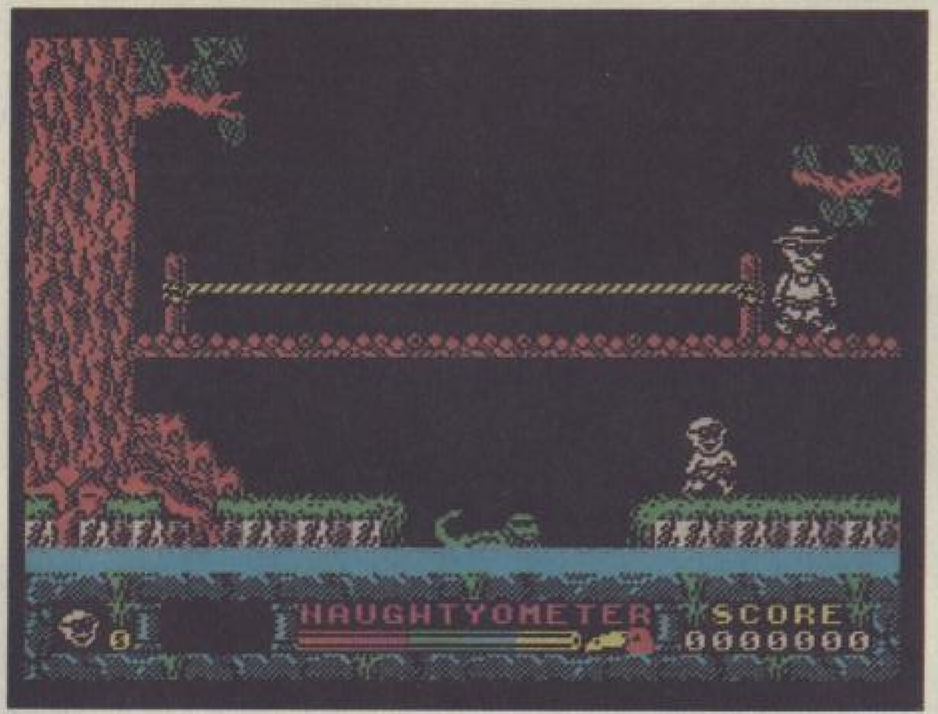
Cynics will probably complain that if that's the case, *Nipper II* looks like just another platform game. Well, moany minnies, yes it *is* a platform game, but extra game elements like the log flume and mini cart race, (which take place in the lower portions of the map) elevate it above words like 'just' or 'another'.

The most interesting thing about *Nipper II* is that it offers you the choice of either solving all the naughty tasks, bumping up the level on your naughtyometer, or tearing around making a nuisance of yourself and breaking things, bumping up your actual score. So you can play the game in two ways, going round prodding people up the botty, smashing the place up and pinching things that are crucial to people's well being, like Tarzan's vine… Aaaah! *Or* you can treat it like an arcade adventure and go around the jungle doing the right things in the right order to elevate yourself to the Temple Of High Naughtiness. (Tah-dah!)

Your peashooter, your weapon in the first game, has been replaced this time by a blowpipe, which you can use to annoy people along the way. The end of the game comes in one of two ways. Either you find yourself elevated to the Temple, or your Dad, who's chased you to the jungle to give you a good spanking, catches you. (Thwack! Yelp!)

As with most potential megagames, it's not so much original gameplays which make a good game, but the style with which the idea is executed. With this in mind, the good humour to be seen in the fine detail of the game is tremendous — I particularly like the way that if you leave Jack alone for a couple of seconds, he gets bored and starts picking his nose! There's also consideration for people's nerve endings, in the fact that little tunes are scattered at pertinent points in the game rather than just the usual repetitive row all the way through.

So if you've a sense of fun and like a nice arcade adventure, and you're feeling a bit naughty (narty mean?), then parachute down to your computer store and check out *Coconut Capers*. It's wicked!



Dad Nipper is trotting over the rope bridge above your head, so you'd better keep quiet. If he catches up with you, one quick spank and the game's over! So don't make a sound… oh, by the way, watch out for that log you just stepped on to cross the river. It's a crocodile. (Put it in a sarnie and make it snappy!)

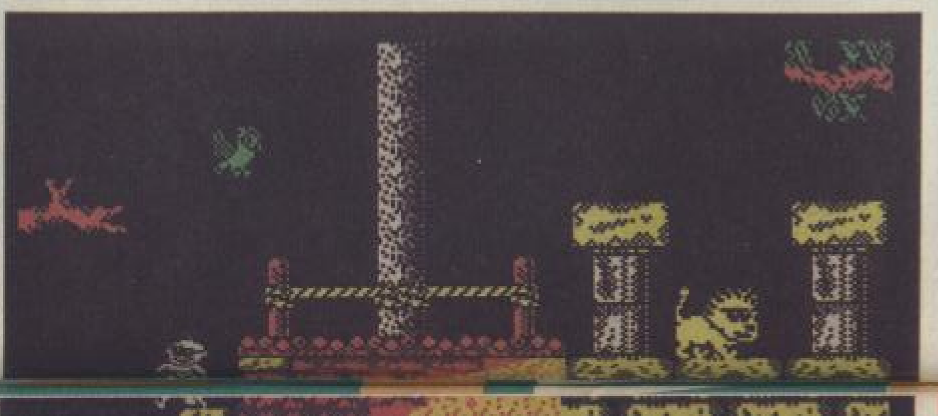


Illustration: Nick Davies



Toucan play at this game! Well, only Magic Golden Toucans, anyway. With not a drop of Guinness in sight, you have to solve all your naughty tasks and get your Naughtyometer up to the level of the Toucan if you want to get to the Temple of High Naughtiness. I must say, that Lion looks a bit cool in his shades. Is he advertising some kind of lager?

FAX BOX

Game	Coconut Capers — Jack The Nipper II
Publisher	Gremlin Graphics
Price	£7.95
Release Date	September '87



One item which could prove useful is the beehive that you can pick up, somewhere in the overground portion. I mean, what naughty uses can you think of for a nest buzzing with bees? What a boon for such a naughty nipper! Bzzzzzzzzzz.

Aaaiiiaaaiiiaaaiiaiiaiaaaah! (cough!) Cor, that's a bit hard on the old throat, that is. Still, doesn't Tarzan look a bit hunky, eh? You'll soon put a stop to that, won't you Jack? That's it, loincloth-head, swing on the vine... SNIP!

Aha! Whereas in *Nipper One* you had a spitball peashooter to annoy people, in this new junglified version it's been transformed into a powerful native blowpipe. Heh heh heh. Some poor sap is going to get it in the neck! (Pfft! Yargh!)

Your dad has followed you into the jungle to catch you and give you a spanking. I don't think he's actually concerned about your welfare, you understand. I think he's just fed up with paying the bill for all the damages! Tsk, typical.

Their teeth are so bright, they gotta wear shades! So why are the crocs looking so smug? Well wouldn't you be if the only way Jack could get past you was to feed someone to you? Tsk! Being turned into handbags and shoes is too good for the likes of them!

Are you taking the pith out of my hat, young man? Bleargh! Blimmin' whippersnapper, who the blimmin' blazes do you think you are, eh? National service too good for the blighter, I say! That naughty little nippah! Gettin' in the way of all me shootin', what?

Ropes are for swinging on to get across those cheeky little chasms that you run across in the jungle. But tell you what, you can climb up 'em to the top of the trees as well! Watch out for the parrots, though. (*Isn't there a paracetamol joke in there? Ed*)

If Jack gets a hold of one of these native shields, he's impervious to the slings and arrows of outrageous natives! But, as with most shields in computer games, it only lasts for a short while, so you have to use them sparingly.

Recall the mine cart race in *Indiana Jones And The Temple Of Doom*? Well, now's your chance to take Nipper through those stomach churning curves, pursued by spear-chucking yowling natives! This is a sort of sub-game, where you race the natives to the end.

In order to get along the river, you have to jump on this log and ride along. But it's not all plain sailing... watch out for that low platform! Whoosh! You're going to have to jump it. Ally oop! Well that was easy enough...

...The log's getting away! You've not only got to jump the platforms but you've got to catch them when they come out the other end! Run for it! (Puff, wheeze. You must give up smoking, Jack.) Now the bold leap... Oop! Oooff! Made it! Oh no, there's another one!

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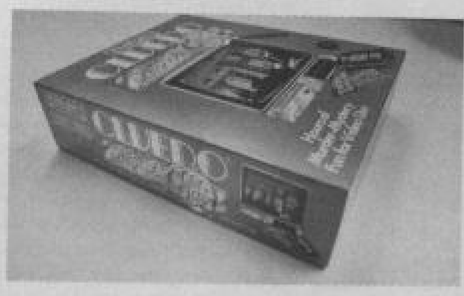
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Illustration: John Erasmus

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- Get your entries in by September 30th — there's no Mythtery about what'll happen if you don't.
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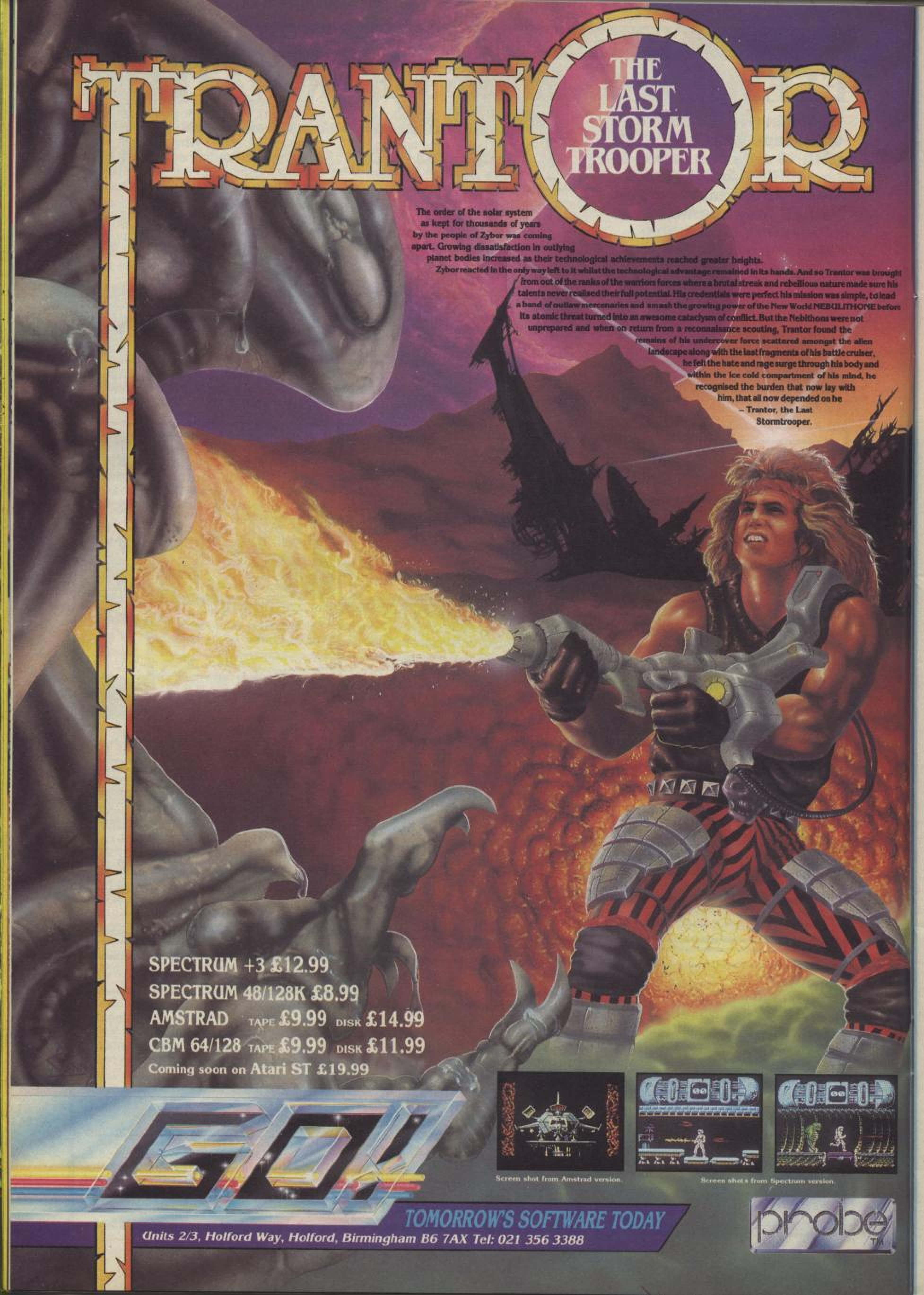
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SCREEN SHOTS

THE LIVING DAYLIGHTS

Domark/£9.95

Marcus The name's Berkmann, Marcus Berkmann, 007, licensed to review. You must be Ernst Stavro Blofeld, or possibly not, 'cos not even that cat-wielding charmer would be dumb enough to buy this load of old bondage. Yes, the curse of Bond has struck again!

First, let's not compare this to *A View To A Kill,* which was, think we'll all agree, one of the very gruesomest big-name games ever to appear on the Speccy. This is not quite the same standard as that famous disaster. But it is, by any standards, a major disappointment.

As Bond, you must shoot your way through eight levels before coming face to face with Brad Whittaker, the evil arms dealer (played in the fillum by Joe Don Baker). The plot of the game follows the screen version surprisingly closely, although it turns out that every level is essentially the same. You start at the left of the screen and then must run across from left to right shooting everything that moves. You can't actually do both at the same time — you shoot while standing still, and while running you're open to attack. Being Bond (Bond is good — *too* good) you need to be shot about 600,000 times before dying, but even this may not be enough to take you to the next level.

In every scene you move Bond through a three-speed scrolling landscape (Very technical, Q) trying desperately to toggle between running mode and shooting mode. Between levels you have five seconds to choose which weapon (oo-er) to use on your next attempt — some are virtually useless while others zap almost everything (trial and error will tell which). Each of the eight levels needs a slightly different technique, and usually a different weapon as well.

All very nice, but I'm afraid that for me it just doesn't work at all. I can see that Domark has moved mountains to avoid repeating its last Bond film fiasco, but this effort falls between about 68 stools in trying to produce a decent game. Colour clash — what everyone always complains about in Speccy games — is particularly vicious here, so that the moving cursor, which you need in order to fire at snipers and other assailants, is often all but invisible. And the rest of the graphics just aren't clear or well defined enough to let you work out what's going on. Add to this the lack of variety between levels and you end up with something which is not worth £10 of anyone's money. It's a pity, 'cos the Amstrad version was pretty slick. My impression is that the conversion from more sophisticated computers was a little more rushed than it might have been, or perhaps it's a game that's fundamentally unsuited to the Speccy. As Bond villains always say, "Very clever, Mr Bond, but not quite clever enough."



YS CLAPOMETER

You're unlikely to be shaken or stirred by this piece of Bondage — even Roger Moore would raise an eyebrow!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

JOYSTICK JUGGLERS

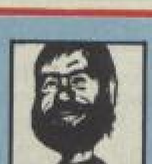
What a motley crew! Unable to find work elsewhere, they end up writing reviews for a seedy Spectrum mag. Fortunately the reviewers on *YS* are a *much* better lot.



Mike Gerrard — adventure supremo who's also played the odd shoot 'em up in his time.



Tony Worrall — Eagle-eyed readers will notice that Tony's *EPROM* was the winning fanzine in our compo a month or two ago. He'll be contributing regularly to Screenshots from now on.



Rick Robson — Attacking all-rounder who's reviewed more Speccy games than Phil's had hot dinners — yes, he's been around that long! Keeps hamsters in his beard.



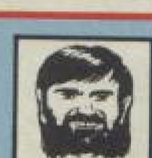
Rachael Smith — still receiving her weekly sack of fan letters from lusty readers, but you're wasting your time, boys! There's only one man for her — and a Speccy, of course.



Gwyn Hughes — the Welsh answer to Neil Kinnock. Perennially exhausted by his scraps with Rachael, but at least he has the energy to zap a few aliens once in a while . . .



Tony Lee — Currently praying for favourable 'O' level results, the youngest member of the *YS* Jugglers is a whizz at even the hardest shoot 'em ups.



Cliff Joseph — *YS*'s man of mystery has now revealed that his favourite yogurt flavour is in fact raspberry and redcurrant. But where has the bottom half of his beard gone?



Richard Blaine — wires his reviews in from Casablanca, where he runs a small tourist hideaway. Keenest on arcade adventures, but also known to have a soft spot for Ingrid Bergman.

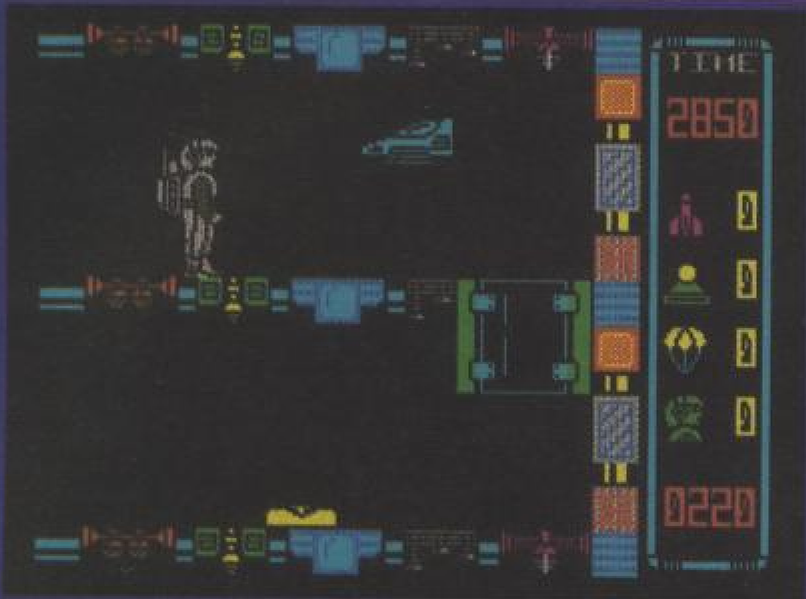


Marcus Berkmann — Games führer and arcade adventure freak. Has a lifetime batting average of 3.17.



Phil Snout — newly appointed Sandwich Editor, Phil's political instincts extend only to the Electoral Roll he ate for lunch. But give him a shoot 'em up and he's happy.

RUBICON



Bug Byte/£2.99

Cliff At first glance I thought this was going to be just another platform game (not that I've got anything against platform games, give me *Jet Set Willy* over a flight simulator anyday), but despite some promising-looking screenshots on the cover, *Rubicon* turned out to be even less enthralling than that.

The instructions are what you'd expect — explore the deserted planet, avoid the robot defences, collect the items of treasure — the usual sort of thing. The controls are left/right and jump/duck, so I thought I was in for a bit of platform action.

No such luck, though. It turns out that the planet Rubicon is a bit of a boring old hole, just lots of corridors on different levels and not much in the way of obstacles to challenge your wits or your reflexes. There are the defences that I mentioned earlier, but these consist mainly of sprites which attack you at either head or ankle height, and once you're used to the suddenness with which they appear, avoiding them is a fairly routine trick.

Though you can run to the left and right you can only jump up or down on the spot, which means that the action is pretty limited. There are no death-defying leaps from platform to platform (in fact there aren't any platforms either), just running left and right in the corridors and occasionally up and down in lifts. Instead of being an enjoyable part of the game, finding your way around the place becomes a bit repetitious after a while due to the lack of variety in the locations.

There's also a puzzle involving various noughts, crosses, triangles and so on, arranged on a large moving grid. Unfortunately the instructions don't even mention this or give you the slightest idea what it's for or how you solve it. After a few games wasted in trying to figure it out I finally started to get somewhere, but the process was irritating rather than challenging and it's really just sloppy packaging that's responsible for the lack of instructions here.

The game itself is quite well presented, and the graphics, especially the large space-suited figure that you control, are above average for a budget game. It's just a pity that the content of the game is so lacking in variety.

YS CLAPOMETER

Dullish platform variant that's rather like* Dan Dare *without the Dare. Instructions useful only to clairvoyants.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

LEVIATHAN

English Software/£7.95

Gwyn There are few things sadder than almost making it past all the pitfalls of a great obstacle course only to come a cropper against the final brick wall . . . and I'm not just talking about playing games.

English Software is a newcomer to the Spectrum, having scored considerable successes with some things called the Commodore (Spit) and the Atari (What that?) They've approached our own particular little eight bit bundle with all the respect it deserves (well, rather more than that, thank de Lawd) but somewhere, something went wrong and they fell at the last fence.

Leviathan is a nice idea — a shoot 'em up out of *Uridium* paired with *Zaxxon*. That means plenty of fast flying and blasting as you swoop across a landscape which is seen in diagonally scrolling 3D, changing height and dodging surface features while your radar warns you of approaching aliens.

A lot of work's gone into getting this one right. There are nice sound effects and music on the 48K machine, and when you move into 128 mode the pee-owws of the potshots ricochet handsomely. You even have a choice of three landscapes to glide over, including the relatively innocent Moonscape, the fairly easy Cityscape and the downright dangerous Greekscape, complete with monumental statues.

By now you should be slavering to play this but get a hold on those gastric juices because somewhere along the line playability got sacrificed. The main problem lies in the



graphics, which are extremely attractively shaded with a selection of stipples, but which also make your craft difficult to see when you're flying at speed. Time after time I lost sight of my ship or failed to spot a wave of aliens, all because they blended into the background.

Steering could be a little gentler too, with more of a sideways glide than a rather sharp turn. And the *Zaxxon*-style diagonal play area is a little short, requiring extremely fast manoeuvring if you suddenly find yourself heading into a bunch of nasties. Add to this a temperamental fast load system and you may find yourself looking elsewhere.

All of which is sad, because this could have been so good, and perhaps next time English will drive us all into a patriotic fervour. But for now, file under brave failures.

YS CLAPOMETER

Nice try at a Zaxxon-style scroller, but diagonal scrolls don't seem to work too well on the Spectrum and playability is low.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

CHAMPIONSHIP BASEBALL

Gamestar/£9.99

Gwyn Hi there, fans, and welcome to the old ball game where it's one, two, three and you're either out or on strike or something... Help! Can anybody explain the rules of baseball to me?

The first problem with this game is that the instructions presume that you know the difference between a 'Slider, outside corner' and a 'Hard knuckler, inside corner'. The only way to understand the thing is to actually play it a few times, after which it may all make sense... or you might just prefer to look for a decent cricket simulation instead!

Providing you do persevere, you're presented with a neat overhead view of the diamond which splits at crucial moments to give you an over-the-batsman's shoulder shot, so that you can slug away or pitch those Screwballs. It's by far the neatest solution I've seen to any sporting simulation and really gives you a feel of being there.

So it's Hughes at the base and the pitcher is all wound up to send a ball spinning down. Actually, apart from the aptly named Fastball, movement seems to be a little slow, but at least it gives you time to respond. All you have to do is press the fire button at the right moment.

If you get a hit, providing it's not a home run, the equivalent of scoring a six, you automatically charge for the first base. After that you can choose to run on, and you can run back if you don't think you'll make the distance, or slide to get home in time. When you have men positioned on the bases, you take control of whoever's furthest round.

Once your team is out, which means they've all got home or failed to make a run after three attempts (unless the final attempt is a foul — are you following all this?), it's your turn to pitch. You get a brief run-down on the batter's strengths and weaknesses, then choose your pitch by pressing fire and a direction on the joystick.

As with so many sports simulations, the computer now takes a hand and gives you control of the fielder who's nearest to the ball's path. Once you've caught it you can throw to any of the bases to try to intercept a member of the batting side who's between bases. I hate this system in soccer games, but in baseball it seems to work much better as it's obvious who should be following the ball.

And that's really all there is to it, with each side slogging away through nine innings or overs or whatever our former colonial cousins call them. You can play either the computer or a human opponent but you have to provide your own popcorn and Pepsi.

Apart from the obscure nature of the game itself, the only other major hazard appears to be the chameleon-like character of the fielders, who change colour whenever attributes clash. It shouldn't cause too great a problem but it does point to the game's non-Spectrum origins. The white ball can be a bit hard to spot at times, too.

Gamestar is recognised as the major producer of sporting software in the States, and on this showing it's easy to see why. But I'm not sure how much attraction this will hold unless you're a US expatriate or a fan of the game.

YS CLAPOMETER

A clever sports simulation let down slightly by the Spectrum's limitations and the obscure nature of the game.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8



DEAD RINGER

Reaktor/£4.99

Tony W On with your racing helmet, tie up those Formula One trainers, grease down that joystick, 'cos you're about to embark on the ultimate racing thrill of a lifetime. (Well, okay — not quite.) Get ready to take your armoured skimmer into the futuresport of Death Race, 'cos you've become a Deadringer, a pilot dicing with death and destruction by racing along the outside edge of...a doughnut! (*Yummy! Has it got jam? P Snout.*)

Your object, if you're not to become a dead Deadringer, is to circle the track and stay alive, at least until the time limit runs out. Then it's onto the next level, a little meaner and more crowded.

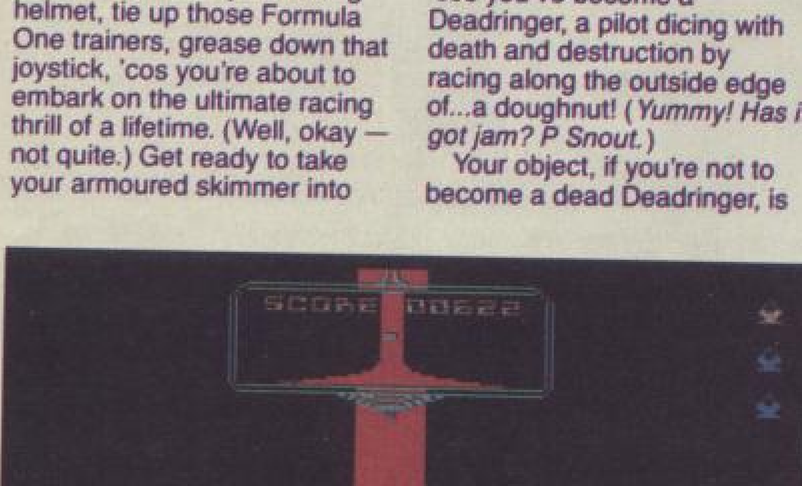
All sides of the doughnut ring can be used to ride on, so that's four in all. The easiest route is the inside edge, where the track can be seen to bend up towards the top of the screen, giving a full view too of any objects speeding down towards you. On the outside edge the track slopes down into the screen, so that you'll only see anything hurtling in your direction at the very last moment! Hazards are scattered along the ring, and include nasties such as walls, bombs and the odd fellow skimmer also out to win the race.

To help you on your way there's the ammo dump that provides your craft with the firepower to blast away at things. The skimmer also carries a neat line in radar equipment, plus a handy rear-view mirror to keep an eye on whoever's behind you.

As a race game I don't think *Deadringer* quite makes the grade. It's basically just a shoot-'n'-dodge-against-the-clock game with an unusual setting. Things can get hectic as you bomb down the track at top whack dodging left and right to avoid the enemy, but I reckon the whole thing is let down by the basic feel of the graphics. Everything looks 'blocky', with all the objects seemingly constructed from big squares, constantly enlarged and updated in a very jerky fashion as they get nearer. The lack of variation in later levels also detracts from the overall playability a little.

But having said all that, I found *Deadringer* an addictive little devil in spite of disliking it on my first try-out.

Uncomplicated, easy to master, and, if you're into this sort of thing, a bargain at the price. Can't say fairer than that!

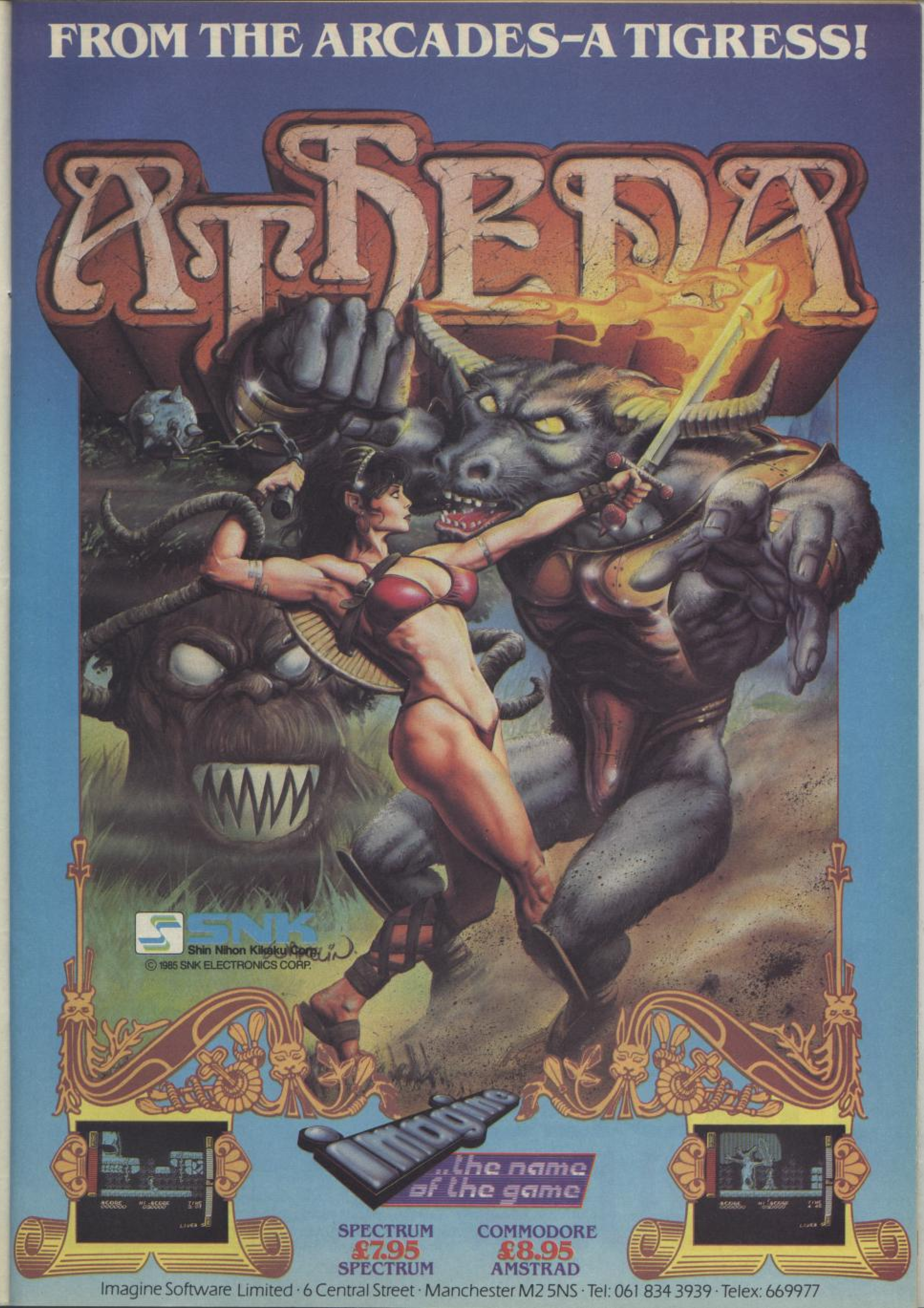


YS CLAPOMETER

Unusual shoot 'n' dodge game which is more addictive than you'd imagine on first sight. Let down by poor graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6


FROM THE ARCADES–A TIGRESS!
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MOUNTIE MICK'S DEATHRIDE

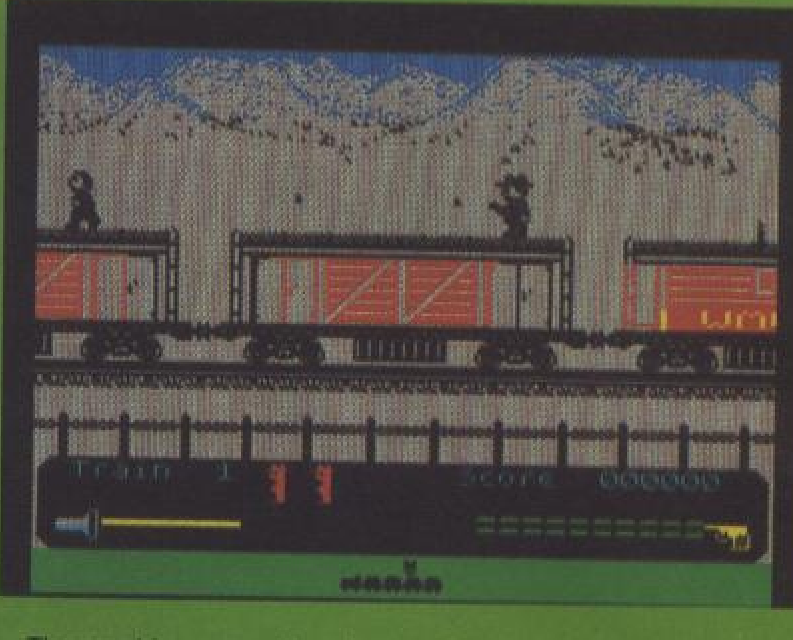
Reaktor/£4.99

Tony L Home, home on the range… Oh, wrong country! It's a tough life being a mountie. You have to do good deeds, and wander round the country on your horse. Yup, times are hard, and they're getting harder. Y'see, the McCluskey gang has robbed the Trans-Canadian Express of all its gold. I disturbed them, and now they're on the run from me. They can't escape, the law will prevail in the end… I hope…

You play the part of the intrepid mountie in Reaktor's newie, and you've got to run around on a moving train chasing the baddies. Unfortunately, though, Mountie Mick isn't as big and tough as he could be. All the figures look like they've been squished to two-thirds their original size, and they all run from right to left. Reminded me of nothing more than *Butch Hard Guy* and the rotten graphics therein.

You can run along the top or the bottom of the carriages, though you're more prone to the baddies' bombs on the bottom. However, all is not lost, 'cos someone helpfully left some bombs around for you, as well as a standard issue Smith and Wesson shooter.

Also, you suffer from a weight problem — your portly little sprite can dish out death simply by jumping on top of any stray baddies. And you've been provided with a gas mask, so when some gas turns up, as it does from time to time, you've got to be pretty nifty to fight it and the McCluskeys. When the train goes through the tunnels, you'd better be handy with your torch, too, 'cos if you don't, you're dog meat. One last tip — if you press either the + or —, you get light weight body armour. This stops you being shot.



The graphics are pretty sub standard, even for a £4.99 game. The scrolling's jerky and the baddies just appear out of nowhere. Also, you can drop off the carriages in the middle, but not at the end. Once you've vanquished one train, you jump onto a handy hand cart and pump your way along to the next train, and the next, and the next…

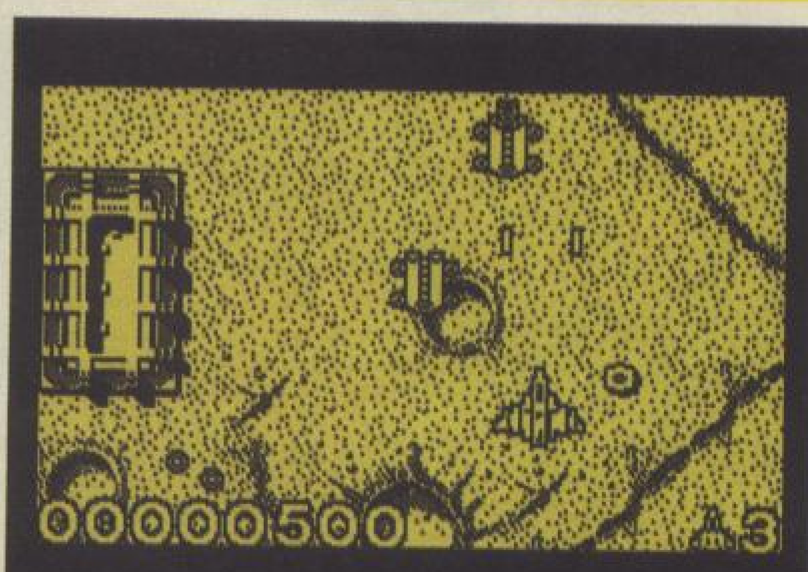
All in all, *Mountie Mick* is a pretty 'yup' game, and I must admit, I had this strong urge to turn it off after a while. Not the greatest game in the world.

YS CLAPOMETER

A dinky little game in the* Express Raider *mould with* Butch Hard Guy *figures.* Reaktor *should have spent more time on it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6



HADES NEBULA

Nexus/£7.95

Tony L The year is 2124, and it isn't a good year. The Bromley Colts lost the FA Cup, and everything is either running down or running out. The boffins at WEC (World Energy Committee to you) have formulated The Plan (dan dan dan) to fix the problem. They've decided (after a lengthy session down the Dog And Duck) that the solution is to send ten massively enormous space craft to various parts of the universe to hunt for energy…

Well, when was the last time some cockamamy scheme like that succeeded? There's usually some baddy who likes nothing more than putting a spanner in the works, and this is no exception. The baddy this time goes by the name of the Emperor Hades. From his fortress on Sodini, he sent forth a mighty space armada, their one task — to wipe out the ships, send the crew for slaves and sell the scrap to 'Onest Joe for a tidy sum.

Nuff said. The plan worked, but one ship survived. And this is where you come in, 'cos the ship needs your help…

This is a shoot 'em up in the good ol' *Lightforce* tradition, though I rather think that game is a smidgin better. Not in the graphics department, though, 'cos *Hades Nebula*'s graphics are great. No, the thing that's gone is the speed. The game is so slow that all the enjoyment's been taken out. You can dodge the baddies with ease, thereby giving you a fairly easy run through the game as you pursue the elusive high score.

It's not so bad, though not so good either. Another standard shoot 'em up, nothing to write home about, but something to pass the time with.

YS CLAPOMETER

Nice graphics, slow game. If you're into pretty graphics, great. If you're into speed — check it out first.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7


FLUNKY
MOET CHAND
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SPACED OUT

Firebird/£1.99

Gwyn From time to time you come across a game which is so simple they couldn't charge more than £1.99 for it, but which you'll be playing a lot longer than many more spectacular offerings. *Spaced Out* is just such a budget classic, at least if you're into strategy.

It's the sort of game you feel you could play with pencil and paper if only you didn't need the computer to control your opponent. That's why the blurb rambles on about space cowboys playing this in their spare time on holographic screens.

Unluckily this poetic flight of fancy actually uses up valuable instructions space on the inlay card, with the result that until you've played the game, you're unlikely to understand what it's all about. But no panic — Uncle Gwyn is here to spread the good word.

The field of play for this galactic test of tactics is a squared board, with 'Home' at the top right hand corner. You start at the bottom left — where else? Your moves are governed by the throws of two dice and you can use their scores in any combination, so that a two and a three could be used to move three up and two across, or maybe five down.

The only time when this rule varies is when you throw doubles. Then you have to move four times which may sound ideal but could cause problems, especially for high-rollers. There are two things that can block your move — the playing area's border and the aliens, which move around.

Ahh yes, the aliens! Pity you can't blast these diminutive pests as they stomp across the screen, before settling down to occupy the squares that surround you. Instead you can only eliminate them by rolling just the right figure to let you land on top of one. That spaces them out and there's one weeblie less in your way.

But there's another side to this coin, and it's quite possible for the aliens to make your movement impossible. In that case you have to declare yourself spaced out, take a hefty penalty and suffer the arrival of another nasty . . . and you'd better do it fast because all moves are made against a time limit. This doesn't give you long to think, and once it's passed you gain further penalty points for every second spent in thought.

As if this wasn't bad enough, you only have twenty rolls to reach that top right-hand corner or you start to take even more penalties, which not only detract from your final score — they carry on in to the next round of the game!

Every time you win at *Spaced Out* you're faced with a re-match against a different set of aliens. Now a win is fairly simple to achieve the first time, because all you have to do is rack up fewer penalties than the rather generous initial handicap. But in your next game, your own previous penalties becomes the number you must beat.

This adds a whole new element to the game. Though it would be nice to zoom up, up and away to the right without even having to tread on the toes of an alien, that won't score any penalties for your next attempt, so you'll have to duplicate your feat just to survive. However, as there's a hundred point penalty attached to each alien's head, you can't afford to space out too many if your handicap is low.

So the game becomes a test of balancing the points to obtain a smooth curve, scoring as high as you dare so that you're not faced with an impossible challenge in the re-match. And if the dice start to go against you, things can really get tense as you race for the top corner.

All of this probably sounds much more complex than it really is. In fact there's something strangely seductive in trying to outwit the system by a combination of logic and cool courage as you play a game of dare. A brilliant budget buy for brain-gamers.

YS CLAPOMETER

A subtle puzzle game that pits you against alien obstructions as you cross a dotty board in an addictive brain bender.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□

TOTAL 9

The playing area can be varied in size but smaller isn't necessarily easier as it becomes more crowded with aliens. Use this feature to change the nature of the challenge.

You can alter the number of aliens to decrease difficulty. A nice touch is that as well as being animated as they move around the board, each re-match produces a different type of menace.

Getting boxed in means you're spaced out and you have to tell the program as quickly as possible with this icon, incurring 400 penalties.



Act quickly because there are penalties after the first 15 seconds, or 25 if you throw doubles, and if you run out of time entirely there's a fate worse than death.

Choosing your moves is made with a cursor which you move along the bottom row to illuminate a figure and direction, then select the move icon at the centre.

ULTIMA RATIO



Firebird/£1.99

Rick Uragedding fed up with *Uridium* clones? Well, you inter-galactic zapperoonies you, here's one under the moniker *Ultima Ratio* from those good ol' rock steadies of the budget market, Firebird.

The pan-Universe war has waged for 33 years and in an effort to break the bloody deadlock, the Evil Empire has unleashed Ultima Ratio, a nine stage battle platform with defending fighters, pulse guns and battle shields. With Mother Earth itself threatened, your kamikaze task is to destroy this platform of peril all on your lonesome.

Each of the nine stages is laid out in stickle brick squares, over which you fly to find the most direct path to eliminate the enemy. Make sure the colour separation is sussed on your TV 'cos some of the objects merge disconcertingly in the otherwise luridly coloured sectors. Anything that flies is hostile so zap on sight — though some need bigger doses of mega-death than others.

Because you can't fly on to following platforms until you've annihilated everything, you'll need to replenish both shields and fuel repeatedly, and they're found secreted about the stages. But beware — in your zapping about, watch out for direction reversing devices which waste an awful lot of time.

An onscreen countdown from 100 gives your time allowance per screen and you have five lives to play with. Scores go into the mega 1000s, the graphics and screen scrolling are okay for a cheapie, but it lacks the essential quality of a zowie shoot 'em up — it should be faster, faster, faster, pussycat. Alright for superannuated star fighters.

YS CLAPOMETER

A nine stage battle platform which you alone must kerpow! to save Earth. A docile cosmic arcader from Firebird.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 4

BRIDE OF FRANKENSTEIN

39 Steps/£8.99

Rachael Hey, I know I like a man with guts, but I'm not too keen on having to dig them out of the ground myself! Kidneys, liver . . . it sounds more like a fry-up than a dating agency.

Ooh, this is scary. I've been pinned to the wall by the ghoulies . . . and I'm not refering to Gwyn! Help, mummy . . . or is it a skeleton. I never wanted to be a bride, especially when my wedding night's going to be spent picking up the pieces of my marriage. All I want is a man with all his organs.

This is a wander-round proggie, so start humming bits and pieces — it's the sort of experience that could make you crack up in fear. From the highest tower to the dankest crypt (at least it smells like somebody's crypt) you have to search for the bits and bobs and even the brain that'll make Frankie feel like a new man . . . and hopefully a honeymoon night of whay-hey-hey.

You start by wending your way through the chamber of Castle Frankenstein in search of the exit. You can carry just two objects, one of which is a key. It's fairly easy to find one to start with, but later on it becomes a classic case of match the Yale to the latch. You either find the fitting mortice or end up mortified.

Fear plays a big part in *Frankie* as ghosts and skeletons attack . . . and I don't just mean sneaking up on you, I mean heart attack. Bridie is a sensitive soul who can only take so many shocks, and too much stimulation will get her pumping away so hard she expires. There's just time to dodge the supernatural pests, but only if you know what you're doing.

With one hand taken up by keys, you'll need the other for things like the spade and pickaxe that let you cut the graveyard sod. Yes, it's Frankie all over and you just dig him. Then there's a lantern — what would an adventure, either text or arcade, be without one? The Bride's scared of the dark and needs it to explore the arches in the garden.

Once you've collected the catalogue of wobbly pink bits it's time to cart them all up to the Big F's penthouse apartment and undertake a little electrical work to get the big guy juiced up because you'll need plenty of volts if you're to indulge in some pole vaulting.



I reckon that *Bride Of Frankenstein* is going to appeal to traditional adventurers as much as arcade players. It's got exactly the same feel of puzzle-solving but without any of those finger-flummoxing text inputs. There's not too much dodging though — brains are more important than reactions. You'll need your own grey matter to locate Frank's.

But the things that really appealed to me were the graphics. They're cute and funny and very atmospheric, just like one of the old movies that inspired the title. I actually began shouting encouragement to my heroine as she fled from the various nasties.

Not the most original release of the year, nor the most sophisticated, but a lot of fun with enough knotty problems to keep you tied up for a good while. Now what's that cold chill along my spine? Gwyn, have you dropped an ice cube down my dress again?

YS CLAPOMETER

A competent thriller as Mrs F goes in search of her man's missing bits. Giggles for adventuring guys and ghouls.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

Are you a cool cat and a hip dude? You're not! Well, hey man, relax 'cos *Street Life* is here. Yes, every month you can find out what's hip, what's not, what to see, what to hear, where to go and what to do. All the info you'll ever need to ensure your street cred comes in chart form from *Your Sinclair*. We'll also be bringing you racy reviews of the latest films and albums plus the low down on the latest gizmo, gadget whatchamacallits and a whole load of fun.

STREE

Top Twenty Games

This Month	Last Month	Game/Publisher
1	(17)	**Milk Race**/Mastertronic
2	(2)	**Enduro Racer**/Activision
3	(NE)	**Stormbringer**/Mastertronic
4	(NE)	**Barbarian**/Palace
5	(14)	**Olympic Spectacular**/Alternative
6	(3)	**Feud**/Bulldog
7	(1)	**BMX Simulator**/Code Masters
8	(NE)	**I, Ball**/Firebird
9	(11)	**Speed King II**/Mastertronic
10	(13)	**Saboteur II**/Durell
11	(NE)	**Flash Gordon**/Mastertronic
12	(7)	**Amaurote**/Mastertronic
13	(15)	**Brainache**/Code Masters
14	(RE)	**Six Pak**/Hit Pak
15	(NE)	**Red Arrows**/Alternative
16	(4)	**Football Manager**/Addictive
17	(8)	**Olli And Lisa**/Firebird
18	(19)	**Transmuter**/Code Masters
19	(NE)	**Tournament Leader Board**/US Gold
20	(12)	**Army Moves**/Imagine

Chart supplied by Gallup

MILK RACE



COMICS

1. The Watchmen
2. X-Men
3. Batman/Detective
4. Lone Wolf And Cub
5. The Punisher
6. Silver Surfer
7. Spiderman
8. Superman
9. X-Factor
10. The Hulk

Chart supplied by Virgin





ADVENTURES

1. **The Pawn**/Rainbird
2. **Shadows Of Mordor**/Melbourne House
3. **Jewels Of Darkness**/Rainbird
4. **Silicon Dreams**/Rainbird
5. **Kobyashi Naru**/Mastertronic



KOBYASHI NARU

Chart supplied by Laser Distribution

ARCADE G

1. **Double Dragon**/Taito
2. **Outrun**/Sega
3. **Super Hang On**/Sega
4. **Wec Le Mans**/Konami
5. **Road Blaster**/Atari
6. **Combat**/Konami
7. **1943**/Capcom
8. **Flying Shark**/Taito
9. **Rolling Thunder**/Atari
10. **Exeriser**/Jaleco

Chart supplied by Dieth Leisure



RO AD

ET LIFE

VIDEOS

1 **The Mission "Crusade"**/BBC Screen Legends
2 **Jane Fonda's Prime Time Workout**/CIC
3 **Moonlighting**/Video Collection
4 **Invasion USA**/Warehouse
5 **Star Trek "Where No Man Has Gone Before"**/CIC
6 **The Meaning Of Life**/CIC Screen Legends
7 **Kate Bush "The Whole Story"**/PMI
8 **Lizzy Webb's Body Programme**/Video Gems
9 **Jane Fonda New Workout**/Video Collection
10 **U2 "Under A Blood Red Sky"**/PVH

Chart supplied by Virgin



Top Ten Fish

This Month	Last Month	
1	(3)	Winkle
2	(1)	Guppy
3	(RE)	Tench
4	(6)	Whelk
5	(5)	Halibut
6	(9)	Cockle
7	(2)	Herring
8	(4)	Bream
9	(7)	Piranha
10	(NE)	Marks and Spencer Ocean Pie



Chart supplied by Wally's Fishcotheque, Shepherds Bush

The Living Daylights

Film Review

The Living Daylights is a real spy story, about a defecting KGB General, called Koskov, who has to escape from an orchestral concert in Bratislava. James Bond has been sent to provide covering fire for Koskov, as M suspects that the KGB will have a sniper stationed outside the concert hall. To Bond's surprise the sniper is a beautiful woman, Kara, a cellist whom Bond admired at the concert. Bond misses her deliberately, and so begins this exciting story of intrigue, deception, greed and murder!

Timothy Dalton makes a marvellous Bond. He looks like a British agent, he's gritty, suave, sexy, but most importantly he's young. The recent Bond idea of picking up fifteen women and bedding them before the opening credits has thankfully gone, to be replaced with the old Bond ethic of lots of luxurious locations, bags of action and lashings of gadgets and gizmos. The villains are vicious, the girl (Maryam d'Abo) is *exceedingly* fruity, and the story twists and turns like an Alpine road race. This really is a return to the old James Bond of Sean Connery '64 vintage. A cracking good spy film that keeps you alternately laughing and gasping, with a lineup of the most breathtaking stunts I've ever seen!

Give yourself a treat and see *The Living Daylights* when it comes around. But watch it. It has a licence to thrill!

Platoon

Film Review

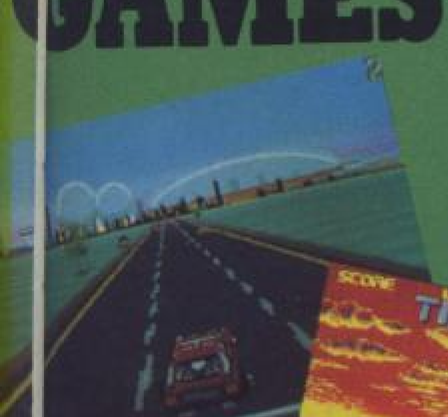
Platoon tells the story of a platoon of soldiers in Vietnam in the thick of the war. It's rather a depressing tale of the horrors, butchery and suffering that we now know Vietnam was all about, but it ain't half an eye-opener! If this is how Vietnam truly was, then the film ought to persuade people that fighting wars is a losing game.

Life is hard in the 'Nam jungle, especially when your sergeant is a total nutter whose aim in life is for his platoon to kill as many of the enemy as possible. If you or your buddies die in the process — tough luck! Mind you, our hero, Taylor, actually volunteered to go to war, making him something of a nutter too. He's shoved in with a mixture of raw recruits and jungle-hardened veterans and off they go, killing and maiming every Viet Cong soldier they can find. They're fighting against the jungle as well — it pelts down with rain, and there are leeches, snakes and mantraps to avoid.

The film portrays life in the unit, and its gradual deterioration as they're trapped by an enemy attack. To save the situation, the sergeant orders his own airforce to bomb the area, resulting in the wholesale destruction of all Taylor's friends. Taylor himself survives physically, but mentally he's shot to hell.

It's an all-action film, and works well on the blood'n'guts front, but there's more in it than that, and it makes for uncomfortable viewing at times. See it, and make your own mind up.

GAMES



RO D BLASTER



WEC LE MANS

So now you know what's mega this month. If you've got any suggestions on bits and bobs that you'd like us to feature, or you've got a chart of your own to show the world, then drop us a line to *Street Life, Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any that we publish will win a game and a *YS* badge.

CATCH 23

There are twenty three good reasons to buy Martech's new game according to *Gwyn Hughes*. He's well and truly caught!

Wire frame graphics. Patrols of enemy tanks. Minefields. Shooting. It sounds like *Battlezone*, right? I was hoping for a nice cosy tank turret. That's when I discovered the catch.

The catch is that, in this game, you're on foot, trudging the enemy occupied island in search of the CK 23 orbital interceptor — a piece of kit capable of shuttling from the atmosphere into space then dropping back to knock out enemy missiles. A weapon so terrifying Ronnie Reagan already has two dozen on order!

It takes a hero to tackle a problem of this scale which is why they chose you. So stopping only to pick up a parachute and don your Dr Scholls size eleven army boots, you drop onto the island. It's ten at night and you check in at the first of the many ghost towns,

Plenty of time to complete the mission, you may think. Catch number two — eight hours is barely long enough to complete a game of this complexity. Catch number three — you'll probably be killed within minutes. A major military installation like this is thoroughly guarded, by foot soldiers and armoured vehicles.

Your objective is to search and destroy. Find the heart of the complex, discover the secret documents and steal the design for the CK 23, set a time bomb in the reactor... then scarper. Couldn't be simpler could it? The brains back home even gave you a map. Time for another catch though. The cartographers were far from complete so you'll have to do the detail work as you go.

Hot on the heels of catch four comes number five, namely the resistance. The resistance was formed by seventeen heroic scientists who were abducted to work on the project. They escaped their labs and took refuge in the deserted buildings of the island, communicating by computer. If you can find the houses containing the terminals, you can access them for information... but only if you can discover the Logon code words.

To give you a little help, intelligence has provided you with brief biographical sketches which may contain clues. But catch number — err, six — is that they've only identified sixteen of the scientists, and it could take some time to break the security system, even with the information that you've got. After that, it's plain sailing!

So there you are, standing in a deserted main square in one of the island's 14 sectors and a quick look at your status panel tells you which one you're in and your direction of travel. But it also indicates that this is a high risk area and sure enough, every game starts with a bang as an infantryman pops out of nowhere in front of you.

At times like this there's only one sensible course of action — shoot first and ask questions later! Sure enough you're now controlling a gun sight.

Survive your first encounter and you can search further. Most of the buildings had their doors sealed by the enemy, to stop snoopers like you, but in their haste they missed a few, so when you find a door it's time to slip into Investigate mode,

Once you've inside you may just find empty shelves, but there could also be more ammunition, explosives or batteries for your mine detector. Of course, if it's a scientist's house, there'll be a terminal, and an object to give you a clue to its owner.

Out into the township again and it's time to search for a shuttle. The island is equipped with a complex system of transport and your map indicates the principle routes, but there are plenty more to discover. A good trick is to set a bomb on a time fuse then get out fast, so that troops will come rushing from your destination to investigate the explosion.

It's hard to do justice to a game of this scale. Learning to play it takes long enough, success could take months. But I've never seen anything quite so large or complex before. Its main failing is that the wire-frame buildings don't feature 'rub-out', so that all their walls are visible. This can be confusing until you're accustomed to it, but eventually you'll sort it out.

The final catch is that the size and complexity of *Catch 23* could turn it into a cult... but I reckon it will be a sizeable cult amongst people who don't have complexes about getting deeply into a game!

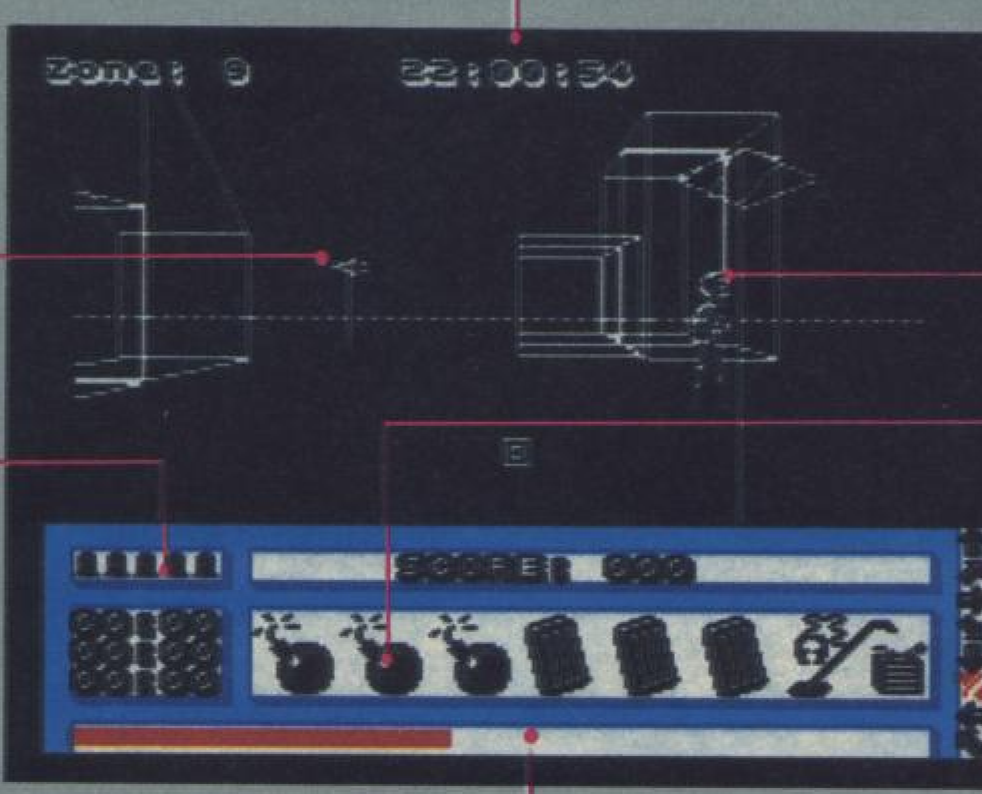
YS CLAPOMETER

Simply superb wire frame action on a vast scale as you shoot it out and search the cities and swamps of a huge island.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

PRICE £7.95

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You board the shuttles by Investigating these stops. Unlike buses, there's no waiting in the rain either! Keep an eye on the passing landscape for interesting features.

Ammunition, indicated here, is strictly limited, and as shown in the main window, you only carry three extra clips. Luckily most houses stock your favourite brand of dum-dums!

The dangerometer is an invaluable device which indicates how many enemies there are in an area. Discretion is the better part of valour and survivors don't pick fights!

The top line of your head-up display tells you the sector you're in and the time. Outdoors it shows if there's a motorised patrol in the area. When it turns red, they've found you so start scrawling your will!

Let's see you draw, pardner! Whenever a soldier appears be prepared to target his body and fire. With limited ammo you can't afford a second shot, even if you have time for one.

Setting a time-bomb is achieved by pressing B then inputting the time in minutes and seconds from the keyboard. You could spend the time while it ticks down looking for more explosives indoors.

The compass divides into eight directions and also indicates the source of radio transmissions, and therefore the nearest enemy action. To turn through 45 degrees press fire and the turn key.

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WHAT WILL YOU BE PLAYING THIS CHRISTMAS?

Sega? Nintendo? Or a Nissan Cherry? It could be an expensive Christmas this year. *Marcus Berkmann* compares the games consoles with Amstrad's glistening new Spectrum +3.

It could be a hard winter for Alan Nutrisweet and his Speccy. Under attack from all sides by rinkier and dinkier games consoles and computers, he's reacted by launching the Spectrum+3, the first version of the aged but adored computer that actually looks like a computer, what with its disk drive, sassy keyboard and matt black finish. But people have carped. The new machine adds little to the old +2, they say, other than an ability to prod in and whip out data at about a billion times the speed. Besides, it's £249, no mean sum. Can it survive the onslaught?

It's always a good idea to suss out the competition, so we spent a couple of days road-testing two of the most serious challengers to the Spectrum's gameplaying crown, the Sega and Nintendo games consoles. Both machines have been due to come out in this country for as long as anyone can remember, but it looks as though they'll be ready for the PCW Show, if not before. The Nintendo, which is supposed to have sold ten million units in the land of the rising yen (ah-so), is being marketed by toy company Mattel, while the Sega's coming from the ever-expanding Mastertronic.

CONSOLING THOUGHT

Both consoles are 16-bit machines, which makes them rather more sophisticated than all the 8-bit computers (like the Spectrum) that we've come to know and love. With this new technology, they're more akin to the zappy new mega-computers like the Atari ST and the Commodore Amiga, but with a couple of important differences. The ST and Amiga, after all, are proper computers, which you can do rather more than play games on — and they're also a billion times more expensive. You can pick up either Sega or Nintendo starter packs for a few pennies under £100.

So while anyone wanting to program, store data or generally trainspot would be well advised to steer clear of the consoles, hardened gamesters could be onto a good deal. Both machines boast graphics and speed that, at their best, make the poor old Speccy look like a pocket calculator. And the prospect of some of your fave arcade games in virtually their original form is pretty enticing. So where's the catch?

YES, WHERE'S THE CATCH?

The main problem, we found, was with the games themselves. They're not exactly cheap — the Sega cards and cartridges start at £15, the Nintendo cartridges at £20 — and the range is really quite limited when compared to what you can get for the Speccy. Strategy/simulation? No. Adventures? No. Arcade adventures even? No, not really. Both the Sega and Ninendo consoles have been designed with a very specific market in mind — arcade game fans. And as the games you'd buy for the consoles are so expensive, the systems stand or fall on the quality of the arcade games they've chosen to convert.

The problem with this is that it's most unlikely that British software companies will get involved in designing games for the new machines. In fact at the moment they're not even allowed to. The only companies allowed to import games for the Sega and Nintendo are, respectively, Sega and Nintendo. The money is made on the software, and the parent companies aren't prepared to see any Tom, Dick or Toshiro get in on the act. But even if they change their minds, the entry costs are so high for British companies that we'll still probably see nowt but imported games on the shelves. Although this means lots of spanking arcade games, there won't be anything with the subtlety and depth of *The Sentinel* or *Head Over Heels*, for instance. So for the moment at least, we'll have to fall back on what Mattel and Mastertronic are doshing out.

And on this count, Mastertronic's ahead by a couple of lengths. The Sega's a slightly newer machine than the Nintendo, and in recent years the company's certainly had a better record in the arcades, which may be why its release schedule has a slightly starrier look. *Out Run, Enduro Racer* and — tarantara! — *Space Harrier* will all be out before the end of the year. We've seen *Space Harrier* and it's totally and absolutely brillsville — certainly worth the £25 it'll cost you. Nintendo, on the other hand, has nothing much more gripping than *Donkey Kong*.

TOYING WITH YOUR AFFECTIONS

There's one other thing to consider — the companies who are marketing the consoles. For Mastertronic the Sega is a large investment, an expansion of its computer-based business, and something you can be sure will be backed up to the hilt. Mattel, on the other hand, is a toy company, and not surprisingly sees the Nintendo as, to all intents and purposes, a toy. It'll be sold mainly in toyshops or toy departments and will probably ▶

SEGA

So what's available? Mastertronic promises a supply of games, with 12 and five a month from the including *Out Run, Choplif* Phil's fave, *World Grand Pr* can also get a Light Phaser (which comes with a cartridg three shooting games) for jus under £45, and best of all, the glasses and adapter for £49.9 There'll be games designed for phaser and for glasses, and in the case of *3D Gunner*, both. Trouble is, if you want to enjoy this amazingly fab 3D outer space shoot 'em up, you'll end up having to shell out a gargantuan £215.80 for the equipment. Aaargh! for the game and all of



Space Harrier



Transbot

GOOD NINTENT

And in the red corner, the Nintendo console, which in this country comes via the massive American toy company Mattel. It was the toy companies who started off the whole video games craze in the early eighties, when Mattel were responsible for the intellivision console (*Don't remind us. Ed*). Fortunately technology has come on a little since then and the Nintendo is as sophisticated a games machine as you'll see outside an arcade. The basic se is £99.95, or a ton to you and me, and with that you also get *Super Mario Bros*, an excellen version of a corky old arcade game (and my fave of the software we saw). The delu version comes with anoth

Super Mario Bros



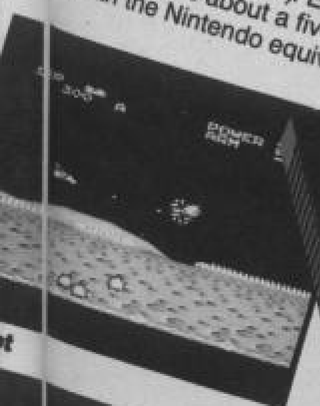
Photography: Liz Heaney

YS FEATURE

A BEAVER

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With Mastertronic behind it, the Sega may be off to a good start. The company certainly knows the computer games market, and has chosen to pitch the basic set at £99.95, the same as the Nintendo. Game cards, which are about the size of credit cards but packed with inscrutable oriental electronics, retail at around £15, while the big games, which come on fully fledged cartridges, go for £20. It's only the hyper-mega-vasto games, like *Space Harrier* and *Enduro Racer*, that set you back 'orrible sums like £25, and these need two cartridges (not a bad deal by any means). Each of these formats is about a fiver less than the Nintendo equivalent.





SEGA RELEASES

Mastertronic's forthcomers

- Hang On (included in set)
- Zaxxon 3D
- Enduro Racer
- 3D Gunner
- Pro Wrestling
- Shooting Gallery
- Space Harrier (yay!)
- Rocky
- My Hero
- Ghost House
- Transbot
- Fantasy World
- Super Tennis
- World Grand Prix
- Spy Vs Spy
- Choplifter
- Black Belt
- Action Fighter
- F-16 Fighter
- World Soccer
- Astro Warrior/
- Pit Pot
- World War 3D
- Out Run
- Teddy Boy
- The Ninja





Hang On

TIONS

gun, this time called a zapper, and a robot called ROB (Robot Operated Buddy), plus two games, *Duck Hunt* (for use with the zapper) and *Gyromite* (a game which uses ROB) — all for around £155. Not bad, huh?

Mattel's initially launching 17 titles with loads more to come, and you can snap 'em up for between £20 and £35 — steepish, I think you'll agree. Each one comes on a sort of plastic lump that looks not unlike those eight track music-cartridges estate agents used to play in their Triumph Spitfires about fifteen years ago. But then the machine itself is hardly elegant, so who's complaining? (*You. Ed*).

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Wild Gunman



Golf

NINTENDO GAMES

Mattel's winners

- Super Mario Bros (comes with basic set)
- Gyromite (comes with deluxe set) Duck Hunt (comes with deluxe set)
- Wrecking Crew
- Donkey Kong
- Donkey Kong II
- Wild Gunman
- Baseball
- Balloon Fight
- Tennis
- Golf
- Baseball
- Popeye
- Excitebike
- Pinball
- Kung Fu



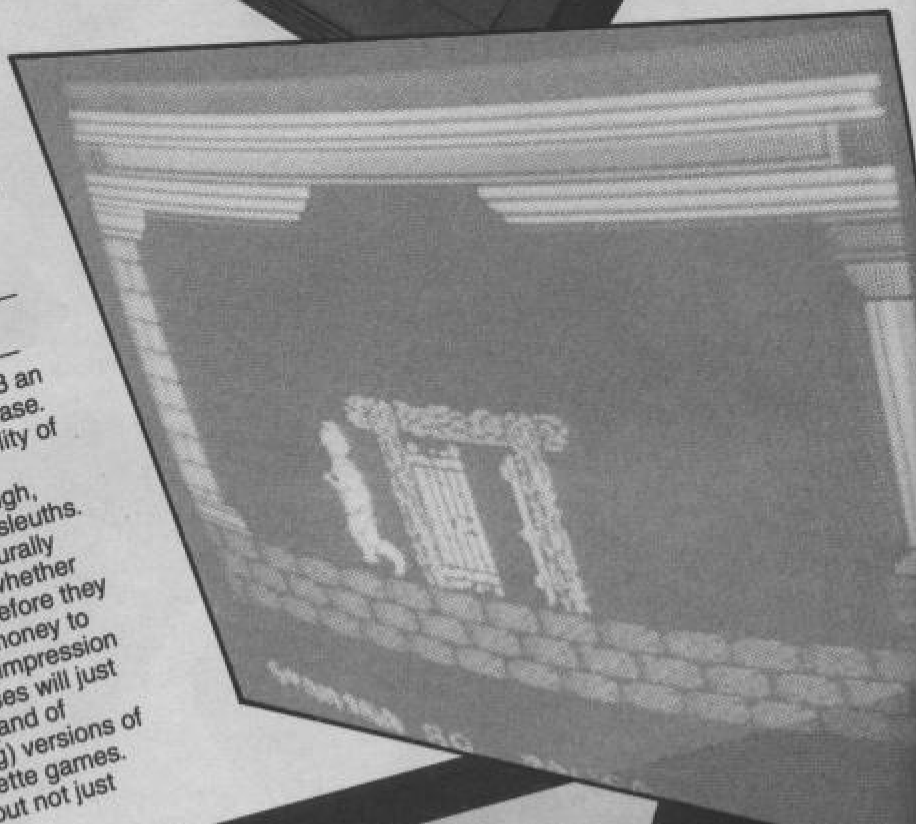
THREE'S COMPANY

As widely reported, the Spectrum +3 will cost £249 initially, although I think we can expect a hefty price cut before Chrimble if A. Sugar Esq has anything to do with it. We've already done a full report on the machine with technical specs in the July issue, but what's the gen for gamesters?

Well, the good news is that games load up in a fraction of the time you're used to on previous Spectrums — 10 to 15 seconds for most of the ancient Ocean games included in the package. And the bad news is that, thanks to a design cock-up of quite massive proportions, most joystick interfaces simply will not fit into the machine. Reason? Connected to the giant power pack is not the homely old coaxial plug beloved of all Speccy owners, but a rather hefty 5DIN plug, which fits into a hole right next to the expansion port. Which means that unless you chip a bit off the Kempston, you can't fit the bugger in! (Technical note: One solution, not to be recommended to any but the most resourceful, is to whip off the casing and plug the circuit boards in — but don't blame us if you electrocute yourself or burn the house down!) so for most of us, it's keyboard play only until the interface people get their act together or alternatively you can use a Cheetah joystick since they use dual plugs which are compatible with the +2 and +3.

Meanwhile, don't worry that all of your cassette software is now useless — it ain't. With the normal lead(s) you can easily connect up a cassette recorder to the +3, and the manual claims it is compatible with *all* software previously published for the Spectrum. We haven't yet had the opportunity to test this out — "And the three bears" was the general reaction in this office — but if it's true, it makes the +3 an even more worthwhile purchase.

Finally, what's the possibility of companies writing games exclusively for disk? Not high, according to our fearless sleuths. Most companies are, naturally enough, waiting to see whether the machine takes off before they start devoting pots of money to disk software, but our impression is that most +3 releases will just be mildly enhanced (and of course faster loading) versions of 48K and 128K cassette games. This may change, but not just yet.



be aimed at a slightly younger age-group (8 to 14 or thereabouts). It could be that the games planned for the machine will reflect this approach.

So how do the consoles compare to the +3? Well, for simple gameplay, graphics and speed, the Spectrum can't compete. But you can't program a Sega, nor can you POKE into its games, word-process, learn about computing, play around with graphics packages, store data or fiddle about to your heart's content. Nor with a Nintendo. All you can do is bung in a gamecard or cartridge, switch it on and play a game. And while the consoles load their games instantly, the new +3 loads games in around 15 seconds — not so bad for what's essentially old technology. One of the first games available on disk will be Microprose's latest helicopter simulation *Gunship*, which has been a vast success on the Commodore and may well do the same on the Speccy. You won't see a game of similar sophistication on the consoles.

So before you buy a console, or badger someone else into buying one for you, think about it — and convince yourself that it won't find itself locked away in a cupboard by New Year's Eve.

FAX BOX
Machine ...... Sega Master System
Price... £99.95 (includes two hand controls and *Hang On* game)
Software prices... £14.95-£24.95
Accessories.. Light gun – £44.95
3D Glasses and adaptor – £49.95

FAX BOX
Machine.. Nintendo Entertainment System
Price (basic set) .£99.95 (includes two hand controls and *Super Mario Bros)*
(deluxe set) .... £155 (includes two hand controls, two games, zapper gun and ROB robot)
Software prices......... £20-£30

FAX BOX
Machine............ Spectrum +3
Price....£249 (includes Ocean disk containing six games)
Software prices.....Not set as yet



NOW FOR COMPUTER
MASK™
The Battle Continues!!!
Join with the forces of MASK, skilfully commanded by the brilliant strategist Matt Trakker and combat the evil of the villainous VENOM in their quest for domination of the world. No longer need you stand by and passively observe the evil deeds of Mayhem and his co-conspirators. Here is your chance to dig deep into your cunning and put your skills to the test against possibly the greatest master criminal the world has ever seen, fact or fiction. This classic conflict of good versus evil is portrayed with a realism and excitement that can only take its lead from the world's most famous collection of superheroes and supervillains. There are creations of adventure, there are creations of combat but there is not a creation quite like MASK!!!
SAY GOODBYE CONDOR
VENOM
MAYHEM!!
BRAD! THIS IS THUNDERHAWK HOLD ON, I'LL SOON BE ON HIS TAIL...
MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS, INC. (KPT) 1987
GREMLIN
CBM64/128 & Amstrad - £9.99 TAPE £14.99 DISK
Spectrum 48/128K - £7.99 TAPE
Gremlin Graphics Software Ltd, Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: 0742 753423



FL

WING! WING! WING!

Fasten your seatbelts 'cos the sky's the limit in our death-defyin', seat grippin', hair raisin', breath takin' megacompo. We've joined together with MicroProse to offer you the chance to take the flight of a lifetime in MicroProse's very own 1955 T-28B Trojan aeroplane. Major 'Wild Bill' Stealey, the president of MicroProse, is the qualified pilot who'll be taking the lucky winner up for a spin and a few loop-de-loops in this fantastic flying machine. Imagine the feeling — the wind whistling through your hair, the outstanding views from the sky and the way your stomach sinks to your feet as Major Bill performs his amazing stunts with the greatest of ease. When we said he was Wild we meant it! But don't worry, Major Bill's a very safe pilot and if you don't fancy anything too stomach churning you'll get a plain, no frills flight.

You won't need a pilot's licence to enter either. It's a cinch. Just look at the questions below and, using all your brain power, answer them on the coupon provided. The first ten correct entries picked out of the hat will be invited to MicroProse's stand at the PCW show on Friday 25th September (all expenses paid) to battle it out on MicroProse's very own Gunship helicopter simulator. What's more, they'll be given a back stage tour of the show to see the stands and meet some of the big industry personalities like Alan Sugar, Sir Clive, Princess Di and The Beastie Boys, though obviously who you'll meet depends on who's there on the day.

The lucky winner who survives the longest on the Gunship simulator will then be swept off his or her feet (literally) and up, up and away with Major Bill for the fright, sorry flight, of their lives! And the runners-up won't end up empty handed either. They'll receive a MicroProse goody bag, a copy of its ultra-new swashbuckling simulation, *Pirates* and a signed photo of themselves with Major Bill, and if you don't believe us have a look at the piccies. And... there's more... 250 runners-up to the runners-up will each get a *Gunship* poster for their trouble.

Get cracking on those answers then, 'cos the closing date's on the 15th September. Chocks away...

1st Prize





2nd Prizes

Runners-up Prizes

Copter loads of these fantastic prizes! The cool cat that survives the Gunship challenge walks off, or rather flies off, in Ms MicroProse — a 1955 Trojan — and what a beauty she is. Powered by a 1425 horsepower Wright Cyclone engine, she has a wingspan of 40 feet and cruises at a comfortable 200 miles per hour. Wheeee! Major 'Wild Bill' Stealey, pilot extraordinaire, will be taking them up into the wide blue yonder to perform stunts that would make the Red Devils look like ice lollies. They'll also receive a MicroProse goody bag and a signed photo of themselves with Major Bill himself, as will the nine second prize winners. Each goody bag contains a sweatshirt, mug, hat and a copy of MicroProse's new simulation, *Pirates* plus other assorted goodies. Set on the high seas, *Pirates* is a game of swashbuckling skill in which you have to chase fame and fortune. Sounds jolly Roger to us. (*Who he? Ed*). And a further 250 runners-up will receive a poster of MicroProse's *Gunship*. What more could you ask for?

1. Eve was the first woman, Maggie Thatcher was the first woman Prime Minister, but who was the first woman to successfully fly solo across the Atlantic?

a. Amy Turtle
b. Amy Johnson
c. Amy Houseisonfire

2. A plane is a metal tube with wings that flies but that's not important right now. What is the name of the autopilot in the film *Airplane*. Was it?

a. Graham
b. George
c. Gertrude

3. Which famous American made the first flight in an aeroplane in 1903 and didn't have his wings melted by going too close to the Mirror, sorry, sun?

a. Orville Wright
b. Orville The Duck
c. Orville Weather

4. Rolls Royce not only make super swanky cars for merchant bankers but also engines for aircraft. How many engines are there on a Jumbo 747 aeroplane?

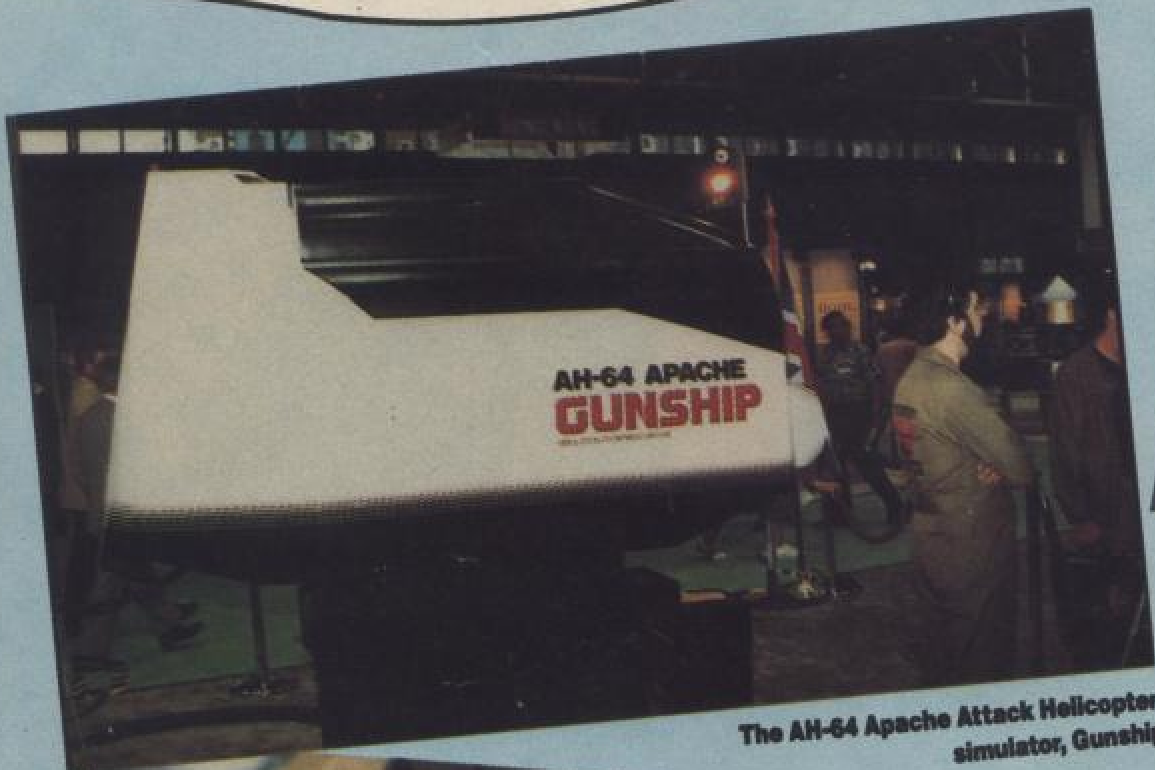
a. 10
b. 4
c. 8

5. That super cool hunk Tom Cruise recently played a pilot in a box-office smash hit film. What was it called?

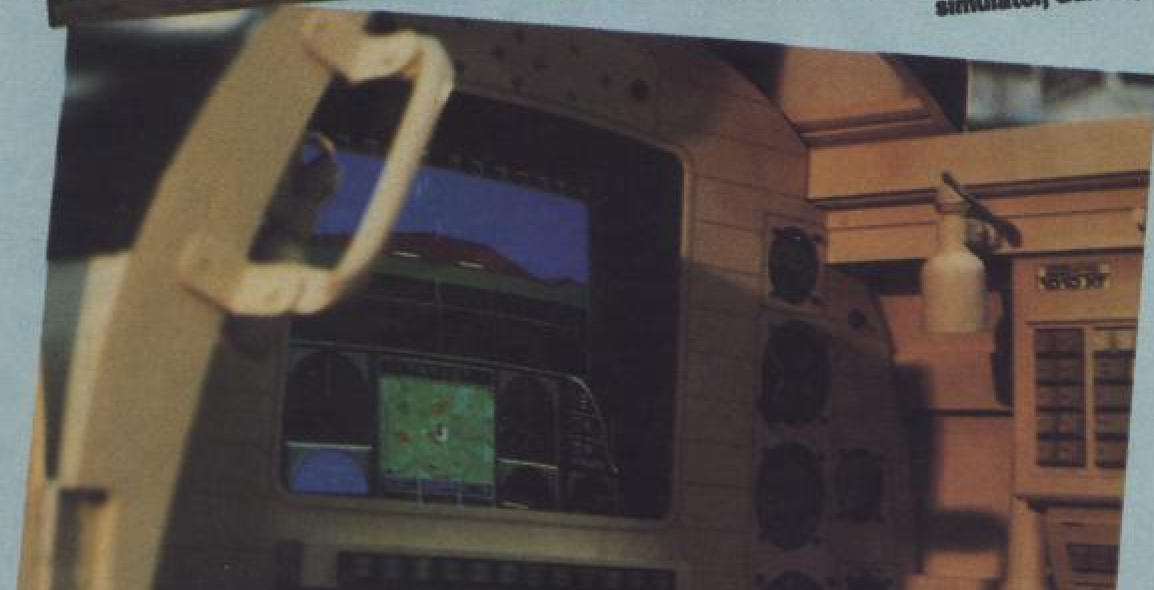
a. *The Colour Of Money*
b. *Whoops Apocalypse*
c. *Top Gun*

YING TONIGHT

Win A Flight In A 1955 T-28B Trojan



The AH-64 Apache Attack Helicopter simulator, Gunship


Inside The Gunship Simulator

GUNSHIPS AT DAWN!

Here it is! That magnificent Flying machine, the Gunship helicopter simulator designed to give the ultimate thrill in computer flight. The ten winners in our amazing megacompo will be invited down to the PCW Show on Friday 25th September to battle it out in the Gunship, a simulator that uses authentic helicopter controls and a 19 inch monitor to simulate the flying experience of a helicopter pilot. It's controlled with a joystick to turn, dive and pull the nose up, a collective system to adjust the lift and switches to operate the weapon and communication systems. Once inside it's just like being in the real thing. All the winners, though essentially on their own, will be given instructions over the radio from Major Bill and the one that manages to shoot the most enemy craft down and keep the thing airborne will win. You can't miss a chance like this — send in your entry NOW!

Rules

- Employees of Dennis Publishing Ltd., MicroProse, Tescos, British Aerospace and that nice little garden shop in Walton-On-Thames are not allowed to enter this compo so get that helicopter out of here.
- Judgement day is on 15th September so you'd better fly your entry in by then or you'll be left dangling without a parachute.
- Argue with the Ed and you'll be for the chop-per — or rather, you won't!

I'm a high flier and here are my answers to prove it.

Q1.................. Q2.................. Q3.................. Q4.................. Q5..................

Please pick out my entry so I can be there on 25th September for Gunships at dawn!

Name ....

Address ....

....

.... **Postcode** ....

Send this coupon to We've Got A Big Chopper And We Know How To Use It Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.


MYSTERY OF THE NILE
Thrill to the perils of our intrepid trio as they battle against the evil of Abu-Sahl.
Wonder as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu-Sahl's downfall.
All this heroism and more will be available for your Spectrum, Commodore and Amstrad (cassette £7.95, disc £12.95), at all good computer stockists soon.
FIREBIRD

YS SAVERS

SAVE IT!

Feeling skinto deluxe? Permanently penniless and can't buy your Speccy any new games? Don't worry — send off for a *YS* Saver and you can get your games cut price!

FAT WORM BLOWS A SPARKY

SAVE £2

Get this great Durell megagame for the measly sum of £7.95. Just send the coupon, with a cheque or postal order made payable to Durell for £7.95, to *YS* Savers, Sales Department, Durell Software, Castle Lodge, Castle Green, Taunton, Somerset TA1 4AB. Offer closes September 30th.

Name ....

Address ....

....

.... Postcode ....

GAME OVER

SAVE £1

Have you read the review of Ocean's new megagame? Then you're sure to want a copy — just fill in the coupon and send it, with a cheque or postal order for £6.95, made payable to Ocean Software, to *YS* Savers, Ocean Software, 6 Central Street, Manchester. Offer closes September 30th.

Name ....

Address ....

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.... Postcode ....

NETHER EARTH

SAVE £4

Worra bargain! Get your hands on Argus' newie for only £5.95! Just fill in the coupon, and send it, along with a cheque or postal order for £5.95 made payable to Argus Press Software, to *YS* Savers, B & L Distribution, Units 1 and 2, Conlon Developments, Watery Lane, Darwen, Lancs BB3 2ET. Offer closes September 30th.

Name ....

Address ....

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.... Postcode ....

MULTIFACE 128

SAVE £5

All you have to do to get a fabby Multiface 128 is fill in the coupon with your name and address, and send a cheque or postal order for the sum of £39.95, made payable to Romantic Robot, to *YS* Savers, Romantic Robot, 15 Hayland Close, London NW9 0LH. Offer closes September 30th.

Name ....

Address ....

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.... Postcode ....

FINAL MATRIX

SAVE £1.50

Get a hold of Gremlin's latest winner! Just send a cheque or postal order for £6.49, made payable to Gremlin Graphics, with the filled-in coupon, to *YS* Savers, Mail Order Department, Gremlin Graphics Software Ltd, Units 2 and 3, Holford Way, Holford, Birmingham B6 7AX. Offer closes September 30th.

Name ....

Address ....

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.... Postcode ....

STIFFLIP & CO

SAVE £2

What ho chaps! What a spiffing game, and it's yours for the minute sum of £7.99! Just send a cheque or postal order for £7.99, made payable to Palace Software, to *YS* Savers, Palace Software, 275 Pentonville Road, Kings Cross, London N1 9NL. Offer closes September 30th.

Name ....

Address ....

....

.... Postcode ....

CONFLICTS 1

SAVE £2

Give yourself a fighting chance with PSS's great wargame compilation for the amazing price of £10.95. Bung your name and address on the coupon, and send it, with a cheque or postal order made payable to PSS, to *YS* Savers, PSS, 452 Stoney Stanton Road, Coventry, W Midlands CV6 5DG. Offer closes September 30th.

Name ....

Address ....

....

.... Postcode ....

THE ARMAGEDDON MAN

SAVE £3

Wreak doom and destruction on the world at large with Martech's great new game. Just send the completed coupon, with a cheque or postal order for £9.95 made payable to Martech, to *YS* Savers, Martech, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE. Offer closes September 30th.

Name ....

Address ....

....

.... Postcode ....

HINTS 'N' TIPS

YS TIPSHOP



Yes! It's here! From the ashes of Hack Free Zone (ritually burned last month) comes YS Tipshop! (Yah!) Your host this month and every month, Phil South, is here with your hints, tips, maps and POKEs, all in one easy-to-swallow capsule.

Welcome to *YS Tipshop*, our new monthly forage through the hints 'n' tips mailbag, a full eight pages of information to give you a leg-up into the high score table, raise your rent and indeed anything else that isn't weighed down with lead. If you need a helping hand, then Dr Berkmann is on-call to administer any medical aid in his Clinic. (You can tell him, he's a doctor.) The highlights of this month's mindsquishing barrage must be the *Auf Weidersehen Monty* map (you asked for it!), access codes for virtually *every* level of *Sentinel* (whaat!) and tips for *Nemesis The Warlock, Chronos, Stormbringer, Gauntlet, Nemesis, Mario Bros, Ninja, Hydrofool* and *Thrust II*, plus many many many (snip!) more. If you want tips start here in *YS Tipshop* — remember all those printed win an exclusive 'I've Got Big Tips' button badge!

Stormbringer 48K part 1

Lee Tonks OBE (Old Big 'Ead) is back with a complete solution to MAD Games' chart-topping *Stormbringer*. **"To start, always take the bottle of liquid from the room to the left of the start. Drink this when your energy gets low. Get the chicken and if you wait it will lay a golden egg, a bronze egg and a silver egg. Take the newspaper from Robin of Shylock (he will take an egg in return) and read it. Wear the right disguise, as only with the right disguise and the newspaper will you get into the castle. Walk to Entwood and drop the advert. Barker the Ent lives here, but he's invisible. Take the Brass Ankh and Magic Talisman from him and wear them. The Talisman keeps your magic high, whilst the Ankh restores your energy to 60 when it gets down to 0, unless you're killed by an axe or the Cloud. Go into the first room of the castle, and you'll teleport to your pocket and into Limbo! Get and wear the boots. These allow you to use the jump chute! So go left, picking up the advert and pulling any levers you might find, until you reach the jump chute! Drop the teleport and jump up the chute to the top. Go left until you get to the big white statue. Pull the lever. Walk under the arrow and drop the advert. Jump onto the advert and get the arrow.**

Pick up the advert and drop down the flashing hole. Find Rachael of Amazonia, and command her to help. You must convert the number she tells you to binary. Go right (pull any levers you find) until you find the jump chute. Drop down the hole. Drop the advert and arrow..."

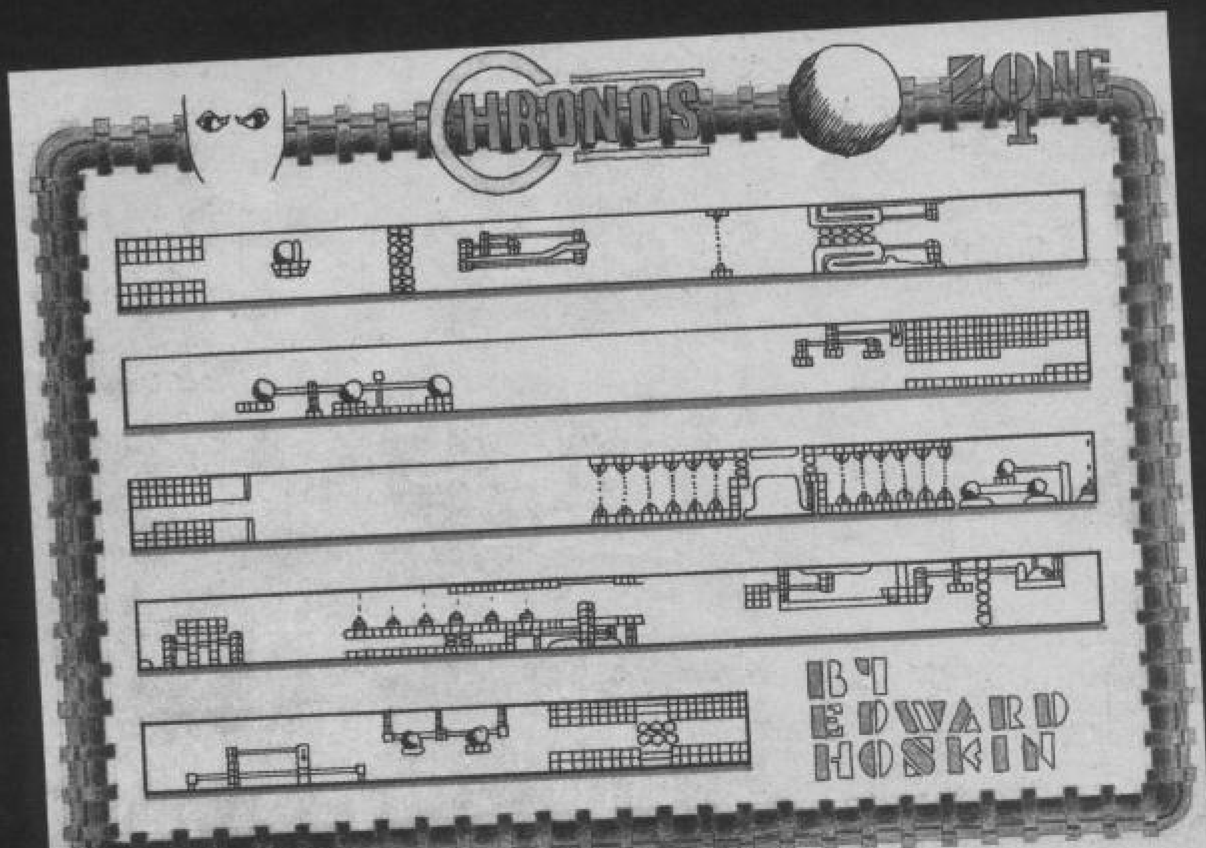
And that's it from Lee this month. Tune in to next issue for the ripping conclusion.

Hydrofool

An interesting little note from **Matthew Carrier** contained a pile of information about various big games, but one of the most interesting things he sent me was the Idiots Guide to *Hydrofool*. And here it is, for all you Foolamaniacs out there:

Horseshoes	KILL The Sea Horses
Harpoon	KILLS The Baby Whale
Hook	KILLS The Wolf Fish
Spoon	KILLS The Jellyfish
Nothing	KILLS The Piranha

That's what I like to see, intellectual gameplays. Kill, kill, kill! (Ho-ho). Thanks a lot Matthew. You can come out of the bath now.



CHRONOS

It certainly hasn't taken you long to get going on *Chronos*. No sooner has the game been released than a pair of people write in with not only a map, but a special cheat mode for it. **Thomas Hawcroft** aka Skippy The Bush Kangaroo has this to say... "I've got this megabrill megatip for *Chronos*. What? Oh, simple really. When it asks for a high score name, just type in 'jing it baby' just like that in small letters, and you'll have... not infinite lives but... a megalaser. There! That should be enough for you to get through all the levels. Oh yes, and in the last room don't crash into the diamond. Dodge and shoot it." Thanks Skippy. (Boing! Tsk tsk tsk.) Now feast your eyes on **Edward Hoskin**'s super map of Zone 1.

▷

Ninja

Now then, *Ninja* was an awfully simple game, but absolutely zeequillions of you bought it, so it can't be all bad! Take **Andy Usher** (whisper whisper) for instance. He bought it and look what happened to him. He ended up being picked out of the mailbag for the *Tipshop*! (Eur!)

"1. It's always best to walk right, as the keyboard controls are easier to use and the shurikens are easier to throw when walking this way.
2. Try to hit the Thugs with body punches, as this is the only punch the Thug will use against you.
3. Ninja are best confused by taking a flying, high or low kick, so they don't know which ones to use against you. Watch out for the sword, though! *Never* throw things at them, 'cos they throw them back!
4. Karetekas are near enough impossble to beat on later levels, but try flying kicks and on the earlier screens use a body kick."

Thanks Andy, and Happy Ninjing to you too. But don't get any ninjuries! (chortle!)

TIP O' THE MONTH

Sentinel

The really big news of the month is that **Mike Colclough** and **Jason Ankers,** and also **Robin Holman** on his own, have completed Firebird's incredible *The Sentinel*! Yes it's true, all 78 billion levels... well 10,000 actually. And these fortunate chaps, having escaped the deadly gaze of the Sentinel, are now passing on their knowledge to you in the form of entry codes to the 377 levels they accessed along the way to completion. The list is enormous and as such I haven't got space to print it, but what I'll do is this: I'll give you a little taster to get you started, but if you send me an sae to *Sentinel* Access Codes, *YS Tipshop, Your Sinclair*, 14 Rathbone Place, London W1P 1DE, I'll send you the whole lot! Wow! Cor flip blimey! Wagga wagga! (*Oh dear, Snouty's flipped out again. Nurse? The screens... Ed*) Okay, without further ado, here are the codes:

Level 0110 — 55877549
Level 0502 — 79386674
Level 1007 — 38345983
Level 2013 — 69562723
Level 3013 — 70042997
Level 4005 — 82689351
Level 5012 — 56969520
Level 6020 — 41129009

Obviously Mike and Jason were really chuffed about it, but they were just a teensy bit peeved by something else. **"Our only gripe is that after all our hard work, instead of a congratulatory message after completing the final landscape (9999), the game merely clocked back to the first landscape (0000) and gave us the access code for the landscape relevant to the number of energy units we had left!"** Oh dear! Are you listening, Firebird!

Gauntlet

Aha! Just when you thought that you'd heard the last of *Gauntlet*, it jumps back into view (yarg!) with not only this tip from **G Llwyd,** but also a hack from **David McCandless** (see *Practical POKEs* Section). Take it away, Gee.

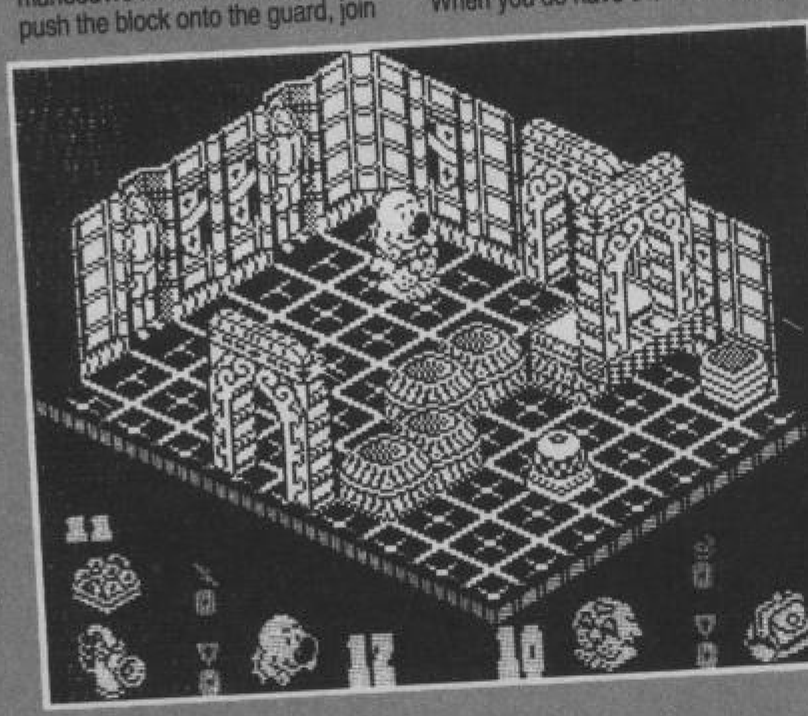
DR BERKMANN'S CLINIC

Roll up! Roll up! Dr Berkmann's Clinic is here, with my very own Patent Game-Snag Cure-All, in your town for one day only! Two teaspoons after breakfast cures warts, baldness, flatulence and any desire to appear on 'Bullseye'! A further three teaspoons after dinner, and all sorts of naughty diseases are instantly cured, never to appear again! Roll up! Roll up! Only half a dollar, or to you madam, 50 cents!

First off the pile is a letter from **D.J.** of Dunno, which isn't a small town in Scotland but a letter without an address enclosed, so there's no badge until you write again, clotface! What D.J. (Dinner Jacket? Damson Juice?) wants to know is how to solve this screen, which you'll find in *Head Over Heels*, on Blacktooth II, towards the end of the game. In fact it's a more than mildly cruical screen, 'cos you need to get past it to get the Blacktooth crown. It'll be no surprise too to anyone who hasn't been this way before that this sector of the game has some of the very hardest screens of all for you to tussle with.

LET'S GET FIZZICAL

The first problem is the perspective. The two blocks in front of the exit hide two lethal craters which, if you're a pillock like me, you'll almost certainly walk into the first time you hit the screen. Then there's the problem of getting up to the exit. There's a moveable block in the corner (far right) but even by standing on that, you can't get H and H up to the right height. The only solution — freeze the fizzing nasty in just the right position and then try and balance the block on top, all without touching the fizzer with H or H (seriously fatal). This is risky but not impossible. Leave Heels on top of the block in the corner and let Head drift down into the gap to the northeast. There's just one square's gap here, so it's unlikely that the guard will get you. Zap the guard just as it's next to you and heading in your direction. Now let Heels pick up the block and leap on Head. Moving to the edge, drop the block and Head and manoeuvre Heels behind it. Then push the block onto the guard, join up H and H, and you've done it.



ON THE THRONE

Most popular query this month is what to do in the Emperor's throne room. It's just so easy to get killed, or at least that's what **John Lofthouse** of Hemel Hempstead, **Rupert Taylor** from Lewes, East Sussex and **Alexander Popkin** of Haywards Heath in West Sussex, have been finding. Here's the solution, courtesy of **Ceri Llewellyn** of Watford, Herts...

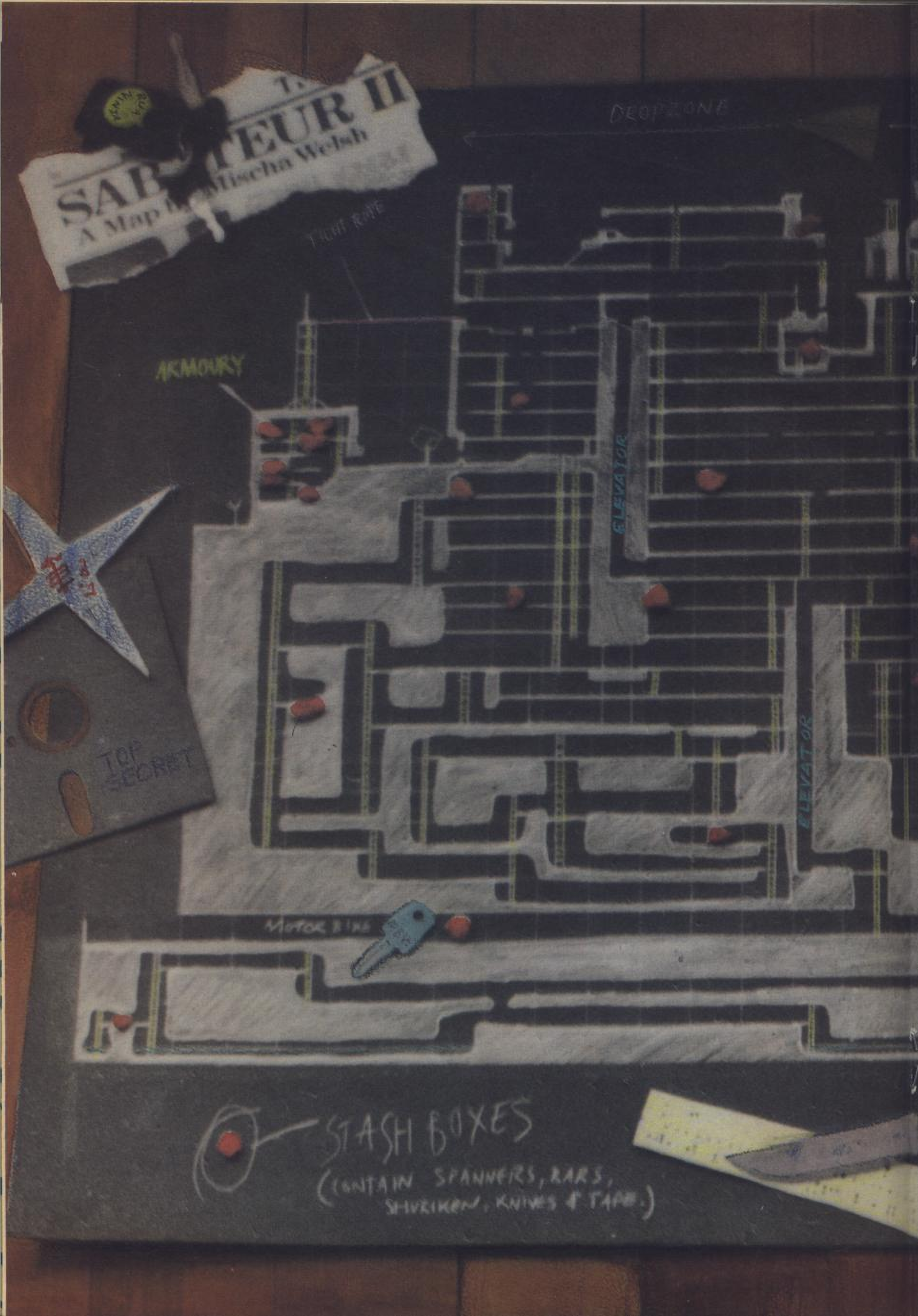
Your main adversary is the Emperor's Guardian, a bubbly thingy which can't be killed, so don't bother trying. Unless you have the other four crowns, he won't even let you in the room. When you do have them he merely chases you relentlessly. So send in Head first to freeze the guard. Then bring Heels in and send Head out. Line up Heels with the hole marked 'IN', run in, and inside you'll find the crown. Now turn left and come out through the 'OUT' hole, and git the hell out of there! It's very hard indeed, so you'll need a few lives in hand before you attempt it.

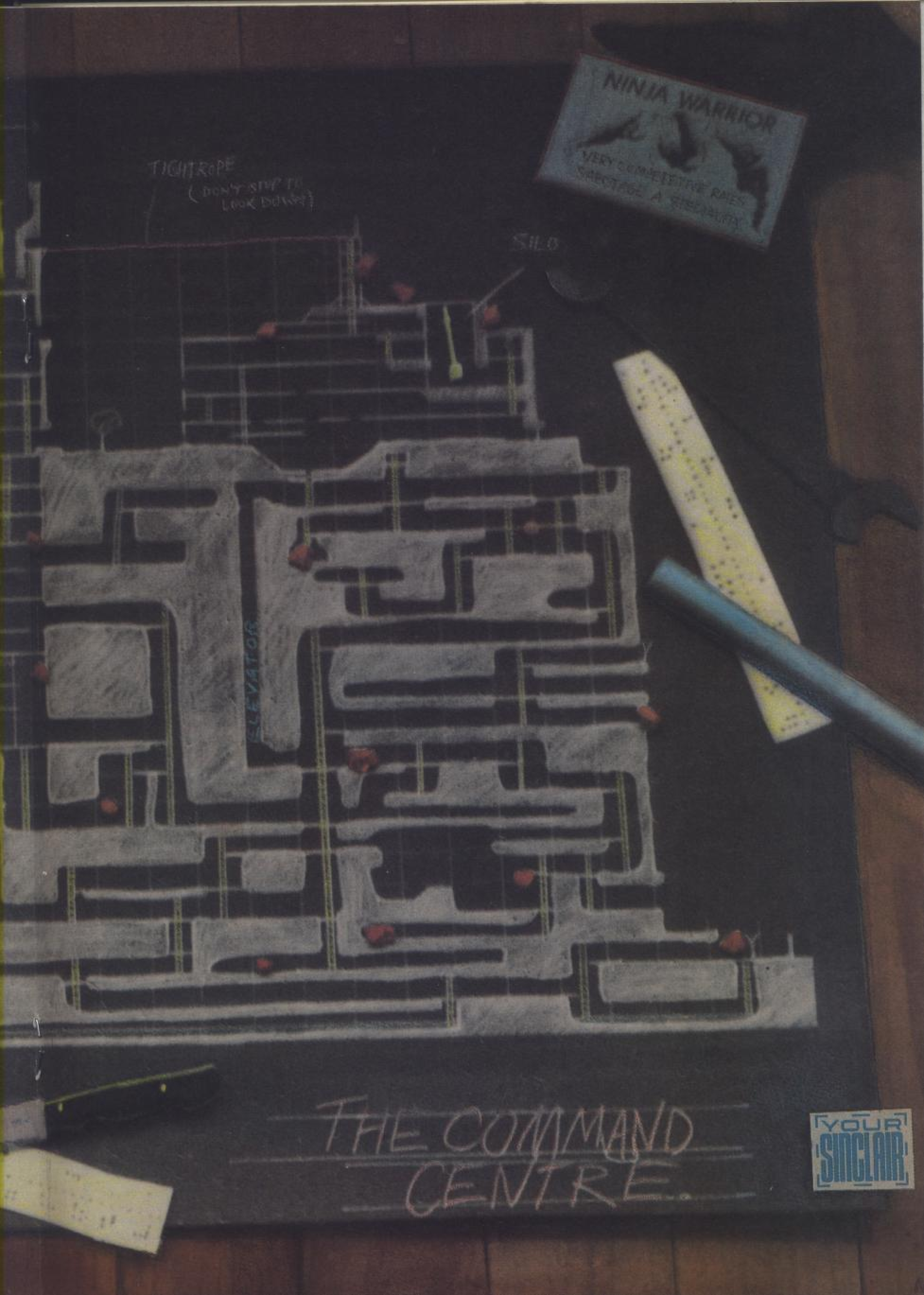
That, I think, is the Clinic's last word on *Head Over Heels* but there's still room to mention some of the eight billion people who wrote with the solution to the Safari crown screen (no more, please!! I know it now!): **Joseph O'Connor** from Magherafelt, Co Derry, **Tony Smith** from Skipton in N Yorks, **Catherine Bassett-James** from Portsmouth, **David Andrews** from Taunton, Somerset, **Chris Wilding** of Letchworth in Herts and **Andrew Hinds** from Toppefield in Essex. Ta muchly! And if anyone else has a problem with what everybody seems to agree is one of the bestest games the Speccy's ever seen, Clinic reader **Dermot Fitzsimons** has offered a helping paw. Send your query and an sae to him at 81 Cross Lane, Newton-le-Willows, Merseyside WA12 9QA. (Have a butchers too at our new *Practical Pokes* section.)

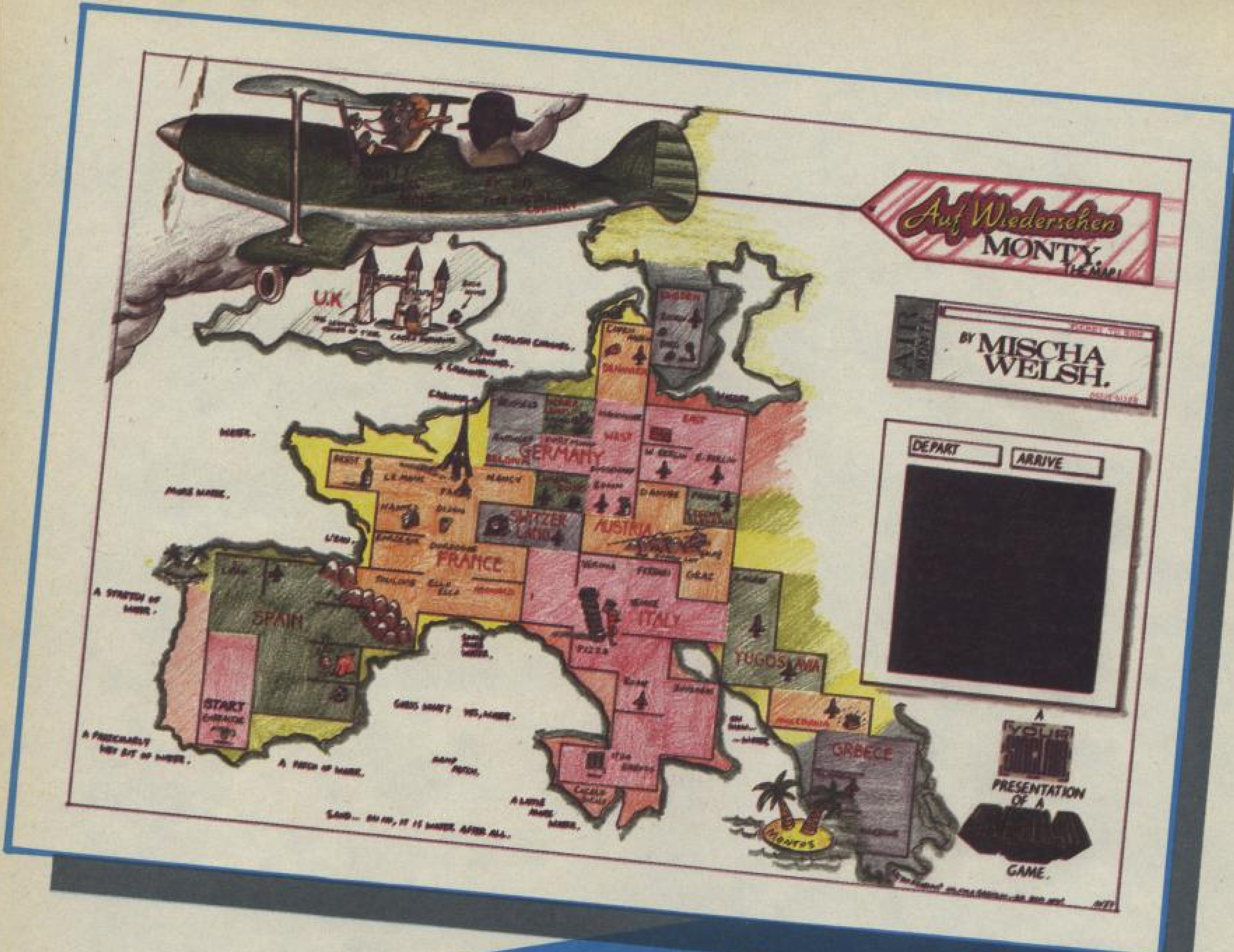
HELP!

If you've got the answer to these, or you too have a problem that can't be solved and you'd like the clinic's help, write NOW to Dr Berkmann's Clinic, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a badge!


Greyfell
The Legend of Norman
START
Use the 3 skull keys to unlock the Skullcave
A
MISCHA WELSH
GAME MAP
OF A
[redacted]
GAME
YOUR
SINCLAIR
The Caves.
The only useful caves are noted on the map.
You need the potion to pass the
Sleeping
Maurons Skullcaves
Huts. Five huts of eleven are well coloured and are of use in some way.
A candle is needed as all is dark!
Pits.
Three pits alone will contain items of value on your quest (use trapdoors and risers to move!)

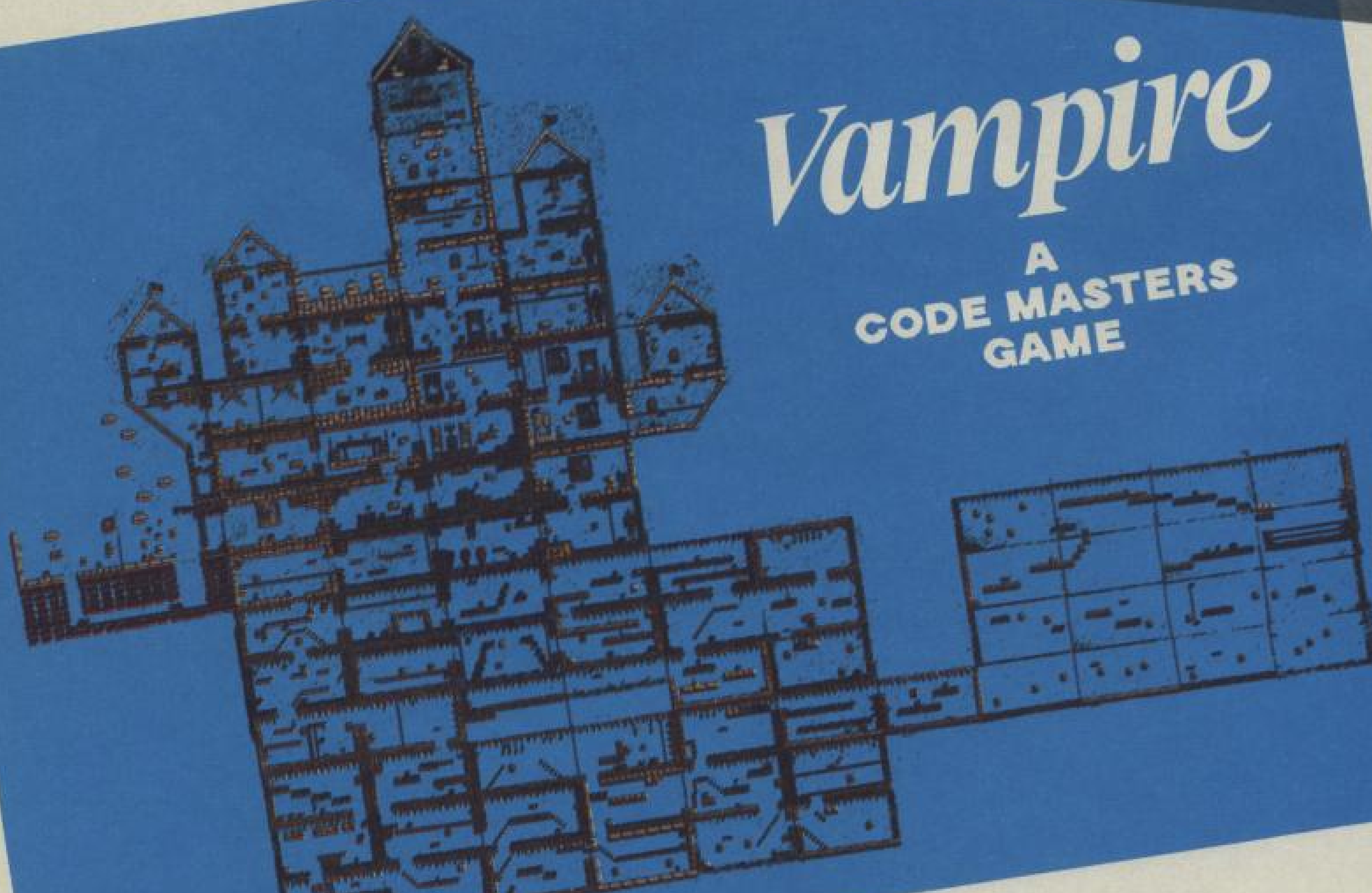

SAB TEUR II
A Map b Mischa Welsh
DROPZONE
ARMOURY
ELEVATOR
ELEVATOR
TOP SECRET
MOTOR BIKE
STASH BOXES
(CONTAIN SPANNERS, BARS,
SHURIKEN, KNIVES & TAPE.)


NINJA WARRIOR
VERY COMPETITIVE RATES
SABOTAGE A SPECIALITY
TIGHTROPE
(DON'T STOP TO
LOOK DOWN)
SILO
ELEVATOR
THE COMMAND
CENTRE
YOUR
SINCLAIR



Vampire

A CODE MASTERS GAME



"Have you ever got to a high level in *Gauntlet*, and died because you couldn't get to the fire button quick enough to reincarnate your mate? Well go back to the start, press all the necessary keys to get the border flashing and instead of playing the start of side two, hold down the break key and hit enter repeatedly until Stop The Tape appears. The Level 1 appears but you'll not start where you finished! Brill, eh? Now where's my badge? Yours, G Llwyd.

"PS. Er... Still not here yet... Ah! At last. Oh no! It's the gas bill!" Don't worry, Gee. Your badge is on the way.

Mario Bros

It continues to amaze me how quickly these hints and tips arrive on our doorstep. *Mario Bros* has only been out for a few weeks and already my brilliant chum **Charles Underwood** has discovered a triffic cheat. **"If you want to get all the baddies on any phase, stand under the end of the pipe at the top (either side) on the middle level small platform. Jump continuously here, and anything coming out of the pipe or in the pipe will just fly off the top of the screen and disappear into thin air and give you the points to boot. This also works on the gold coins."** Cheers Charles. Honestly, all these cheat modes. Anyone would think I can't play games without them. (*Ahem. Ed*). Oi! I don't have to stay here and take this abuse! I can go outside.

Shao-Lin's Road.

I'm still getting thousands of letters... hundreds... quite a few... well actually two letters about *Shao-Lin's Road*. But they're not bad tips, so I'll do 'em just for you. Let it not be said that Snouty doesn't give the punters what they want!

Firstly **Craig Smith**, with these tips:

"STAGE ONE: When using the ball, the left and right keys control it, but it only lasts a few seconds. When fired keep walking in the same direction and it'll kill everything on that level. Use a flying kick. Using it gets you out of trouble if you don't kill the big guys first try.

STAGE TWO: Kill the funny bloke with the bow in his hair at the start, to stop others coming around. Make sure you have a few outs left, because he needs two to eight blows to quieten him down a bit. When you have the star thing around you, you can drop on anyone, even the big bloke. When you have flames and fire them it clears everything on your current platform.

STAGE THREE: Watch out for falling off the ends, so keep well in the middle of the screen. Because of the mess in the centre of the screen when there are a few men about, try kicking around all over the screen, and jumping up and down." Great stuff. There's one thing I've got to say to you, Craig

PRACTICAL POKES

ZZKJ has moved house into the Tipshop this month and every month. Write to him here with all your hacks and POKEs. Take it away, ZZ!

Harkening back to the hack article in the June issue, a couple of points. **David McCandless** has pointed out that I forgot to mention another Melbourne House book *Understanding Your Spectrum*. I did say that the booklist wasn't exhaustive, but fair enough, that is a book worth mentioning. Secondly, some of you have written in saying you've started to hack a program and have come across messages like Alkatraz Protection System or Speedlock Protection System. As I said in the article, don't tackle a protection system until you've had experiencing of hacking. Although Alkatraz has no particularly devious tricks, and only uses a couple of standard tricks, like using the refresh counter in decryption loops, it is a large sprawling program that requires time, determination and experience. Speedlock on the other hand isn't that large, but it does use quite a few tricks. It's also not that difficult, but only if you know what's going on! The only way to discover is by experience, and the only way to get experience is to tackle smaller, simpler protection systems and work up.

Okay, on with this month's hacks.

Bazooka Bill

First off is an infinite lives hack for *Bazooka Bill* from **Chris Foreman.** Just type it in, RUN it, and play the game tape from the start.

```
10 REM BAZOOKA BILL HACK
(C) CHRIS FOREMAN
20 CLEAR VAL "24063":LOAD
 "" SCREEN$:LOAD "" CODE
30 POKE VAL "41931",NOT P
I:RANDOMIZE USR VAL "3278
8"
```

Ballcrazy

Next is an infinite lives hack for MAD's *Ballcrazy* from **Robert 'Shmoo' Smith.** Use it in the same way as *Bazooka Bill.*

```
10 REM BALLCRAZY HACK (C)
 SHMOO
20 BORDER 0:PAPER 0:INK 7
:CLS:LOAD "" SCREEN$
30 LOAD "" CODE 37088
40 LOAD "" CODE 24800
50 POKE 28489,201
60 LET L=USR 24800
```

Guest Hack — Jon Davies

Here's our friend from *Spectacular,* the Spectrum Fanzine, with some good POKEs, for *Ghost Hunters, Nuclear Countdown, Thrust II* and *Chronos*. Take it away, Jon.

"For infinite energy on *Ghost Hunters*, type in this program, RUN it, and start the tape.

```
 1 REM GHOST HUNTERS
 2 REM Poked by J.Davies
10 LOAD ""CODE 23296
20 FOR f=23354 TO 23360
30 READ a
40 POKE f,a
50 NEXT f
60 RANDOMIZE USR 23296
70 DATA 175,50,214,216,
   195,69,178
```

In *Nuclear Countdown*, you'll have endless supplies of energy at your fingertips if you follow this routine: MERGE "" to load in the first block, then type RUN. The game will load in then stop. (OK message!) Then type in the following POKEs.
POKE 47788,0
POKE 47789,0
Then RANDOMISE USR 40348 to start.

In *Thrust II*, Multiface users can set 34200 to 0 for endless lives. You've still got the time limit to beat though!

And finally, Multiface users can get infinite lives on *Chronos* by setting 56907, 56988 and 56909 all to 0."

Right, that's all we've got time for this time. See you next month, and keep those hacks coming — remember those printed will receive a 100 per cent original and unique YS Tipshop button badge. By the way, many thanks to Snootfarc for letting me hack on his equipment. Make of that what you will.

Gauntlet The Deeper Dungeons

US Gold brings out deeper dungeons for *Gauntlet*, and so now from ace hacker **David McCandless** comes The Deeper Hacks. To use them, you'll have to type them into the hack listing that was in the May issue. The program is used in the same way as before, but you now have the following extras: Infinite Keys, No Bottle Destroy, Nuclear Weapons, Walk Through Walls, Continuous Cloak, Infinite Potions, Big Boots (you can stomp on generators), Shoot Through Walls, No Start (begin on last level), Exit Effect (Boy, are you lazy!), Big Pockets, Rest Of Monsters (gets rid of ungenerated monsters).

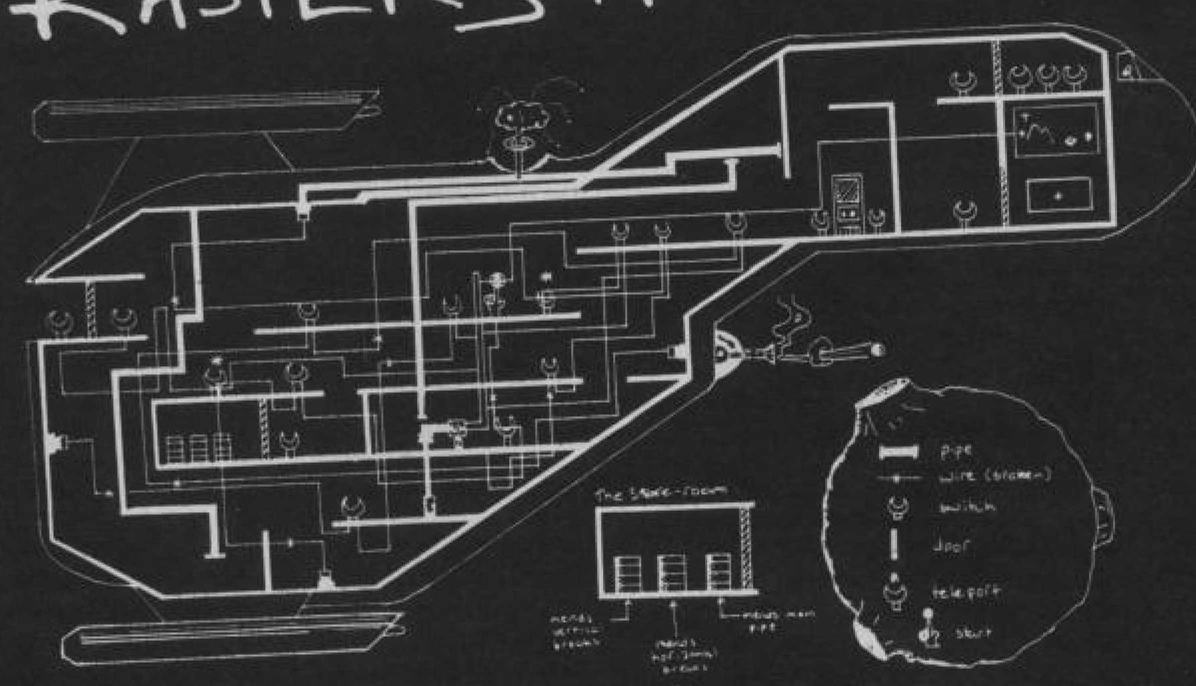
```
11 REM GAUNTLET - THE
DEEPER PC ES (C) DAVID
McCANDLESS
150 DATA 175:REM REF ACES
 ORIGINAL LINE 150
160 REM GAUNTLET - THE
 DEEPER POKES (C) DAVID
 McCANDLESS
170 DATA 50,22,174:REM IN
FINITE KEYS
180 DATA 50,156,148:REM N
O BOTTLE DESTROY
190 DATA 50,162,148,50,16
4,148:REM NUCLEAR WEAPONS
200 DATA 50,12,174,50,199
,173,50,117,173,50,158,17
3,50,240,173:REM WALK THR
OUGH WALLS (SAVES USING S
HIFT!)
210 DATA 50,130,169:REM C
ONTINUOUS CLOAK
220 DATA 33,0,0,50,55,172
,50,110,172,34,108,172:RE
M INFINITE POTION EFFECT
230 DATA 62,24,50,254,177
:REM BIG BOOTS!
240 DATA 62,24,50,254,177
:REM INFINITE POTIONS
250 DATA 62,24,50,116,146
:REM SHOOT THROUGH WALLS
260 DATA 33,62,192,34,113
,151,175,115,151:REM CONT
INUE WHERE DEATH
270 DATA 33,29,20,39,78,1
56:REM WALLS TO EXITS!
280 DATA 62,24,32,90,173,
62,255,50,96,173:REM BIG
POCKETS
290 DATA 62,201,32,193,15
9:REM NO NON-GENERATED MO
NSTERS
300 DATA 195,0,132,999:RE
M DATA END MARKER
```

That's absolutely brilliant. Thanks David.

and that's 'GUTS!' And let that be a lesson to you.

The next bloke to have something to say about the game is **Robert Mills The Great.** He's discovered an interesting little programmer's cheat. **"Simply press the M,N and Symbol Shift and hold them down. Now still keeping these keys pressed down, with your spare finger (?) press 6. The game will now flash through all six levels, and when you let go of the keys you can begin playing at those levels! To win the game, just stay in the bottom left hand corner of the screen. It's easier to defend yourself down there."** Megawow! (Phut!) Oh dear, that's it, I'm all out of gushingly enthusiatic words! What am I going to do? Quick, pass the Heineken!

Rasterscan



In future issues of the *Tipshop* we'll be featuring contributions from some of the best computer fanzines. This month's guest is **Jon Davies** of *Spectacular*, one of the winners of the *YS*/Domark Fanzine Of The Year Compo. He's sent me a map of the fabulous *Rasterscan*, plus a number of POKEs for the *Practical POKEs* section. Thanks a million, Jon, you're a true pioneer! If any other fanzine editors would like to contribute any stuff for the *Tipshop*, just send it in to me, Phil South, *YS Tipshop, Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

Psi-5 Trading Company

The legacy of Hex Loader lives on, not only in his appearance in this new section in the Heroes, but in letters like this one from **Jason Millson,** who offered his services for *Megabucks* help in *Hack Free Zone*. **"In between writing to the hundreds of people asking for help with *Megabucks*, I have found the time to play *Psi-5 Trading Company*. And here are the tips:**

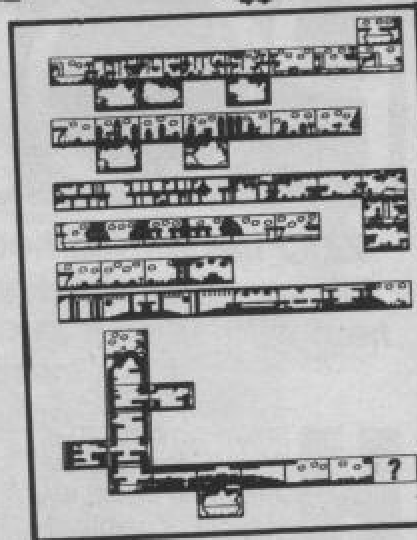
When choosing your crew, the best people to use are Q6-D, Churglik, Yenx, Fligronk, and T3XR9. After choosing, load the main game and, when you depart, accelerate to Warp 4, and don't change anything else, and you should reach your destination in perfect safety." Sounds simple enough. Cheers for that Jason, me old Churglik. Keep on trekking across the universe! Badge factor 4, Dr Berkmann. (*Roger! Marcus.*)

Thrust II

Alan McGroarty is a young and thrusting sort of guy. Yes, he's thrust his way through *Thrust II* and even has some thrust left afterwards to thrust us these thrusty hints and prodding tips. **"From the start, collect the two orbs from the planet surface and put them in the air purification plant. Go back to the same two towers and press lift again and you'll get another orb! And another! And another, until you have completed the plant! In case you can't get another orb after the visible ones, then press CAPS, BREAK and Z to get back to the title screen and start again. Keep on doing this until you get extra orbs from the tower."** Well, that sounds like cheating to me. We don't want anything to do with cheating, do we folks? Do we? Hello? It's gone mighty quiet out there...

Livingstone I Presume

As our offer of a map of *Sceptre Of Bagdad* was so popular, I've decided to do the same for this wondrous little map of *Livingstone I Presume*. So even if your name isn't Stanley, you can send me a note and I'll bung one in the post to you. Send a largish sae to *Livingstone I Presume* Map, *YS Tipshop, Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't say I never give you anything.



If you have any hints, tips, maps, POKEs and solutions to any game in the known universe, then send them today to Phil South, *YS Tipshop, Your Sinclair*, 14 Rathbone Place, W1P 1DE. If your letter is picked, you'll win a super new "I've Got Big Tips" badge! Surely the collectors item of all time. Get weaving, buckos.

HEX'S HEROES

Click bzzzzzzttt! Hello, here I am, in retirement. I must say it's very nice here by the sea... in fact it's so nice I *don't* wish you were here. Hah! I'm a grumpy old Hector, I truly am.

Anyway, each month I'll still be printing those fluffy little Hex's Heroes, and to prove it, here they are... those fluffy little slippers, those super little mittens... the Hex's Heroes (parp!)

Ade B, who it must be said has the worst writing I've ever cast me receptors over, is a little better at *Yie Ar Kung Fu*. In fact he's so good, he's amassed a score of 2,242,500! Wow! Not bad for a Garbage Pail Kid.

Infiltrator twofiltrator threefiltrator four... Ho ho, how many times have I cracked that joke, eh? Billions? Nah, never. My little chum **Richard Belsey** has done *Infiltrator* to death, with a fine result of actually completing it! What a super counter intelligence man he is.

And finally, **Chris Mulhall**... wait a minute, isn't that James 007 Bond? Nah! Can't be! Anyway, James... sorry, Chris, has scored 76,250 on *Chronos*. That's pretty good, what are you like on *The Living Daylights*? Oh, sorry I keep forgetting, but you know the likeness is quite extraordinary. Carry on, 007.

So that's it from your darling little Hexie Babe this month. Yes, just a little trickle of spit in the ocean of hints and the tide of tips... I must away! Maryam d'Abo is calling me over to take a swim with her. I don't swim much 'cos it rusts me circuits. Still, for a fruity miss like that... *anything!*

See you!

Click bzzzzzzzttt!



Ade B
Yie Ar Kung Fu/2,242,500



Richard Belsey
Infiltrator/completed



Chris Mulhall
Chronos/76,250

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LAST MONTH WE LOOKED ON IN HORROR AS JACK WAS CAPTURED BY EVIL MEMBERS OF THE HELLARWE TRIBE...
EEK!
YUMMA YUMMA!
SOD THIS FOR A LARK!
GLUB!
SIZZLE!
WAH! RICHARD, LOOK WHAT THE LITTLE BLEEDER DID TO MY HAIR!
CUT!
ERKING HELL!
BECKENHEIMER! THIS IS THE WRONG KID! YOU'RE FIRED!
OKAY, TAKE FIVE, DARLINGS
OOH LOVEY, I AM SO HOT!
Coconut Capers starring Pee Wee Winky
PUSH OFF, SQUIRT! THIS IS MY PICTURE!
C'MON PEE WEE, WE'RE READY FOR YOUR STUNT!
SHOVE!
SPLAT!
RIGHT, CHAMP, IN THIS SCENE YOU SWING DOWN ONTO THE TOP OF DR. SNOUTLEBURGER'S MACHINE OF DOOM, AND CAPTURE HIM. DON'T WORRY ABOUT A THING. WE'VE REPLACED ALL THE STAINLESS STEEL BLADES WITH RUBBER ONES.
BLADES
SPIKES
MORE BLADES
EXCEPT FOR THE ONES I JUST SWAPPED BACK! "SQUIRT" EH? HEH HEH!
WIBBLE!
WOBBLE!
AND...
ACTION!
WHOOSH!!
HEROIC LEAP
SQUELCH!
CHOP!
HACK!
RIP!
GRIND!
OH MY GOD, PEE WEE! SPEAK TO ME!
I SUPPOSE YOU THINK THAT'S FUNNY. BECKENHEIMER, GET ME MY AGENT!
TRUNDLE! ROLL!
DAMN! NOW WHERE ARE WE GOING TO GET A CONVINCING CHILD ACTOR IN THE MIDDLE OF THE JUNGLE?
AHEM!
TAP!
TAP!
SHORTLY...
ACTION!
SCENE 5, TAKE 406!
SNAP!
COCONUT CAPERS starring JACK the NIPPER
HERE WE GO AGAIN!
WILL SUCCESS CHANGE JACK'S LIFESTYLE? WILL HE MEET SIR LARRY OLIVIER, SIR RALPH RICHARDSON, SIR JOHN GEILGUD AND ALL THEIR DEAR DEAR DEAR DEAR DEAR DEAR DEAR DEAR SIR FRIENDS? CAN HE FIT AN EQUITY CARD IN THAT NAPPY? FIND OUT NEXT MONTH WHEN JACK REACHES THE TEMPLE OF HIGH NAUGHTINESS!

When a megalomaniac tyrant queen threatens the galaxy there's only one person who can help... *Rachael Smith*.

GAME

What? Game over! You cannot be serious. Okay, some games are so tough you never make it past the first level, but when even the loading screen carries that fateful message... Well, they reckoned without the might of Rachael, who has right on her side.

Actually, some of you may prefer not to get past the loading screen as it features the same Amazonian tottie in the skintight bikini who's had you slobbering all over the advertisements recently.

But don't get too enamoured with Queen Gremla, because she's the sort of gal who doesn't just give a guy a hard time... she's got it in for whole galaxies. So quit drooling and get your hands onto your joystick — it's time to save the world.

To be honest, the plot's unlikely to win any awards for originality. It's *Green Bert* in another galaxy as you run along, leaping levels and shooting anything and everything that approaches. But when it comes to play balance, *Game Over* wins hands down.

That's not to say that it's easy. The aliens, pretty as they are, come thick and fast, and whenever you think you've mastered them, there's something nasty lurking on the next screen, such as a great green giant who bounces around like a manic spacehopper!

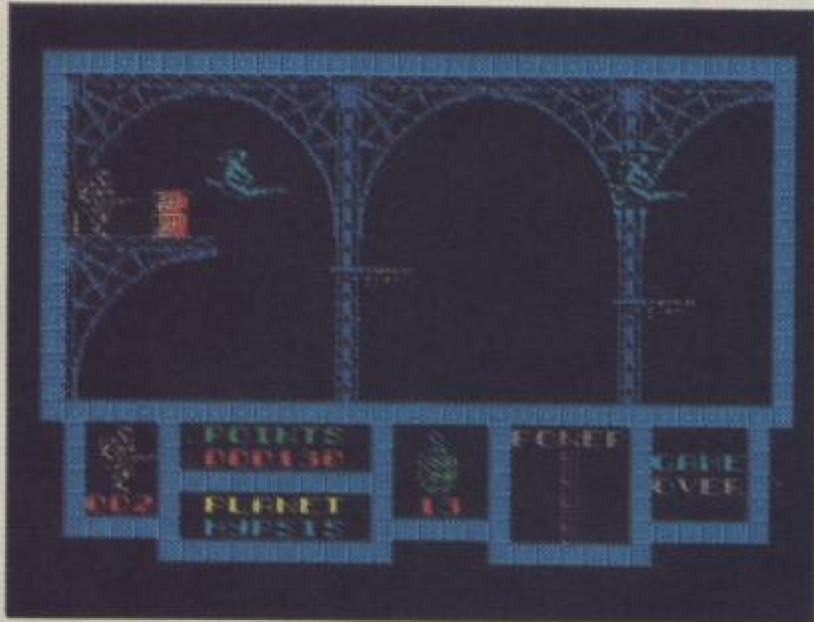
As well as the flying meanies there are floating platforms to help you cross chasms, unless you want to kiss the canyon floor. And there are red drums for when you feel like a bang but are running low on ammo. Beware though — those arsenals may contain other, less useful supplies!

Finally, when you've run the gauntlet of the 20 screens which make up Hypsis, taking you from the depths of the dungeons to a waiting spaceship, you have to load more data and set off on a further chase and shoot session in the forests and palace of Sckunn.

Gremla has done all she can to make life difficult for you — not to say short. She's even carpeted her palace with a mine field. Luckily your hero, Arkos, is a sprightly little sprite. Perfect in every tiny detail, as far I can tell, (the Spectrum's resolution wouldn't let me get really intimate) he can run, jump and crouch, and the animation has to be seen to be believed.

He's provided with a choice of weapons, and you'll need to suss out the best way to use them against the enemy if you're even going to reach the half-way point. In part one Arkos has a rifle with

Get Hip to Hypsis

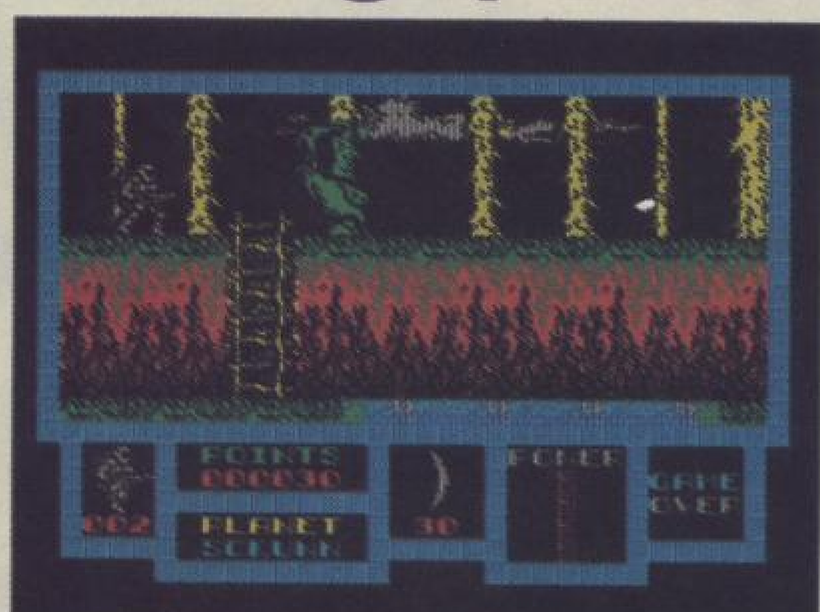


The first platforms float into your life on the third screen, so you'll just have to take one of your lives into your hands and leap. Remember to blast the drum on the ledge first, just in case it contains something useful... but be warned, because a bomb on the edge could prove impossibly impassible.

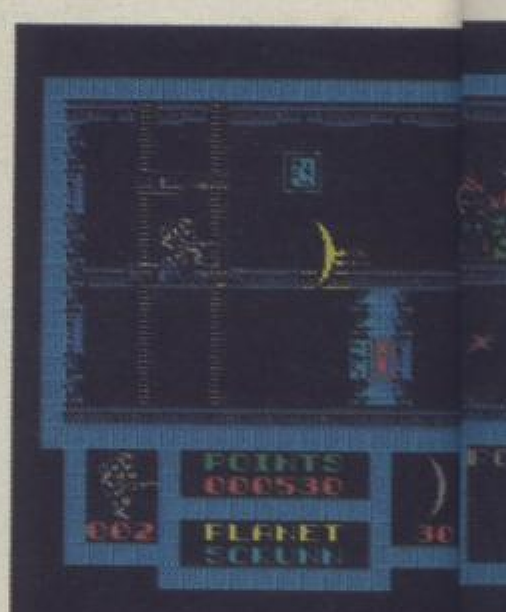


Hi, big boy — glad to see me? Loo|som Ed but this jolly green giant is twi|as b times as brutal. Too big to stick in|e m we've given him a screen to hims| Stic Orko to proceed — grenades help,|hen reincarnate here, on screen 11.

Cleaning Up Scum on Sckunn



A stroll in the forest ain't all it's cracked up to be... particularly with the killer kangas on the rebound! Use the high level to cross the lake and watch where you're treading, because even the puddles will splash you back to the start.



The palace is packed with lifts to |ke l between levels, but don't tread on|e re mines (*No, they're mines.* Gremla|p pr Make good use of your crouch fac|y wh elevator and shoot as you ascend| avoi

OVER

YOUR SINCLAIR MEGAGAME

Hypsis introduces all the major features of *Game Over* in an economical twenty screens. We've chosen three to pinpoint the perils ahead.



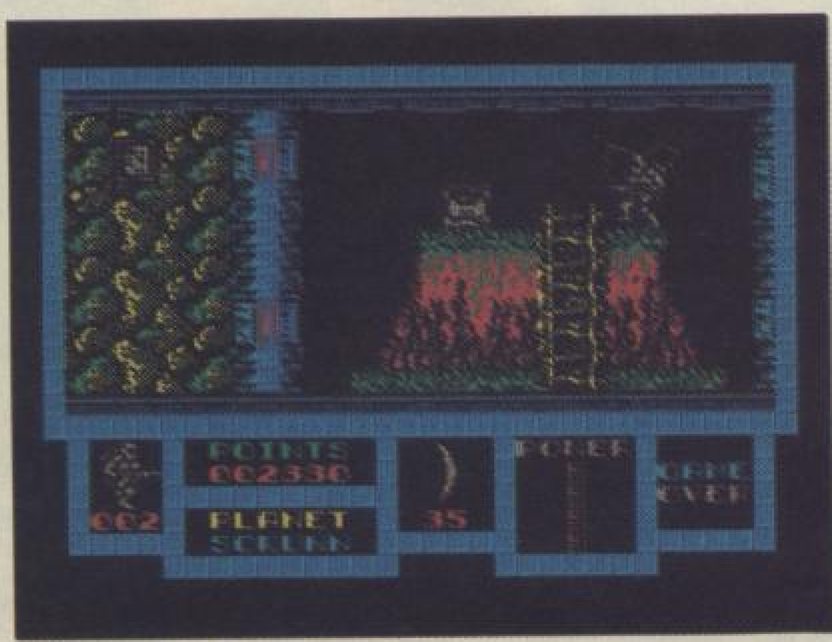


ooks something like the Ex
twice as bouncy, and ten
k in the monster box so
mself. Stick forty shots on
lp. When he's dead you'll
.

Almost done, but there are some problems with these platforms. You have to time this very carefully, because the lifts tend to dip into the water which can wash away a life. Leap off the furthest edge of the second platform if you're to hit terra firma... or should that be terror firma as another shock awaits!

Thought that was hard? Well stay away from Sckunn — it could give you a bad scare unless you've absorbed the info below...





s to make light work of gliding
d on the red domes. They're
mla) so prepare to hurdle!
facility while waiting for an
end to avoid any stray shots.

Now how in hell did I get here? It's a closely guarded secret how to reach this closely guarded mound, but shooting up an innocent statue could pay dividends. Now you'll need the force field to reach the final stage... but only if you can work out where to take it.

unlimited firepower, plus a supply of grenades which come in useful for dealing with mobs or some of the bigger monsters.

Part two sees him supplied with a giant laser which wastes everything that gets in its way but only has twenty-five shots. Again it's useful to hold it in reserve for special circumstances, such as the final mega-challenge which involves the almost invulnerable Laser-Shooter.

After all that you may feel you deserve a rest. Tough! Because if I kill Gremla first I know what I'm going to do. I'm stepping into her shoes even before the 'Tyrant wanted' card appears in the Job Centre!

Finders Keepers

Shoot the drums in part one to find out what lies inside. Here's our easy I-spy guide!

Grenades — restock so you can give the big guys a shock.

Pow-Up — gives you better blasting and more destructive grenades.

Field of Force — protects against collision and shots for a limited period, so move when you're shimmering from its effect.

Energy Heart — floats off like one of those helium balloons. Grab it and it boosts your power.

Mine — a nasty surprise that kills on contact. Jump it to survive.

Gremla's Goons

Shots from or collision with this gaggle of grotesques saps your strength. Here's a selection of the sadistic nasties.



Flying GUARDIAN ROBOTS appear in the prison and zoom at Arkos. Easy to kill but nasty if they touch you.



Troll-like GREEN MONSTERS sprout underfoot in the countryside. Blast them because a bump saps three points of strength.



At the end of part one, three GIANT ROBOTS hang around as a welcoming committee. Avoid contact at all costs and save some grenades — they take twenty hits each!



LEISER-FREISER's silly name could explain why these fireball hurlers have an attitude problem. It takes two hits to teach them a lesson.



You didn't think that we were going to show you the LASER SHOOTER in all its gory glory, did you? You'll have to persevere if you want to see the ultimate monstrosity, which has to be dissassembled by 75 shots before it's finally dead!

128 Version

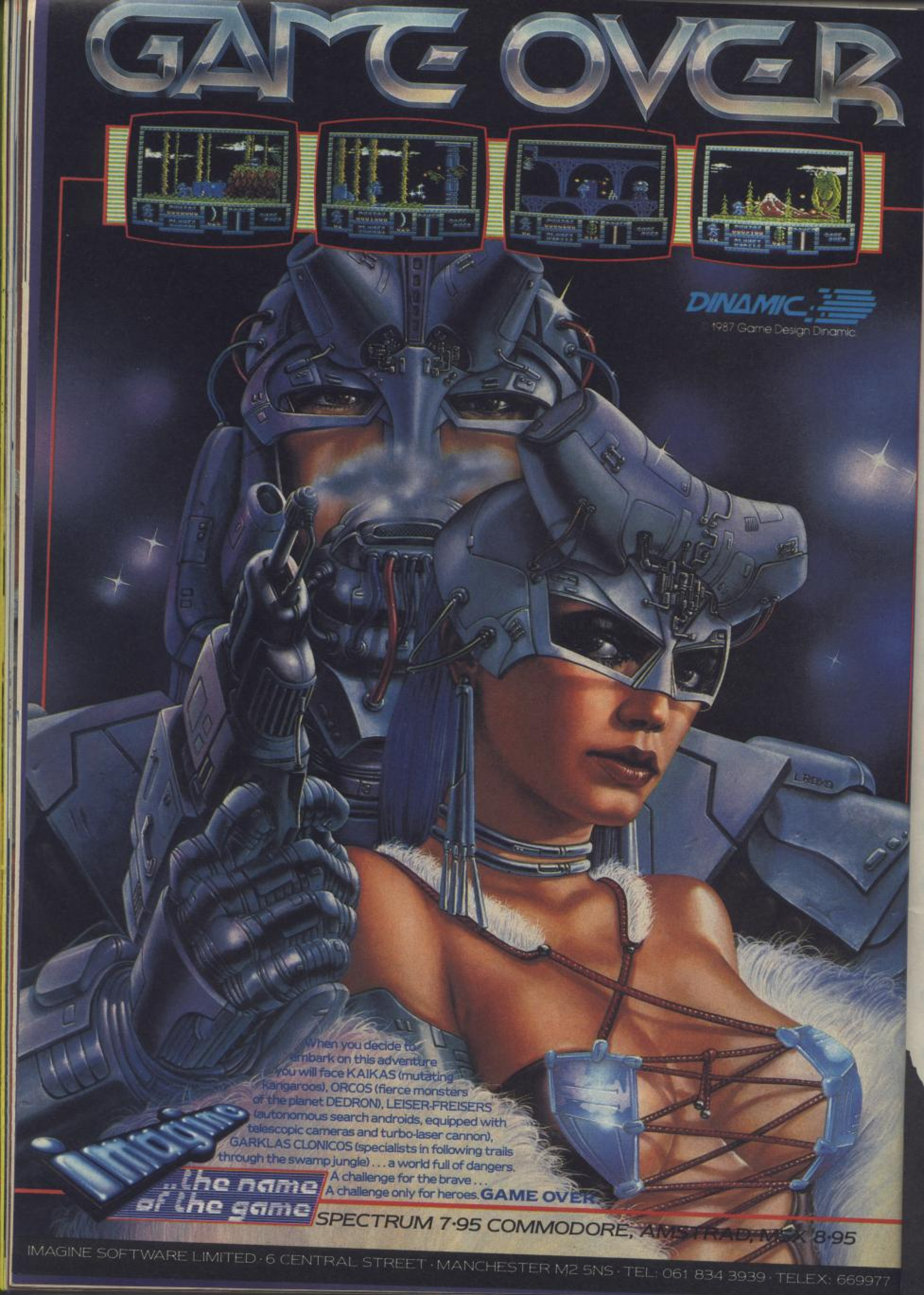
Game Over will contain an enhanced 128K version on its B side, but as we were only able to see the standard game, all our marks are based on that.

FAX BOX

Game	Game Over
Publisher	Ocean
Designed by	Dinamic
Price	£7.95

YS CLAPOMETER

GRAPHICS	
PLAYABILITY	
VALUE FOR MONEY	
ADDICTIVENESS	
TOTAL	9


GAME OVER
DINAMIC
1987 Game Design Dinamic
L. ROYO
When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle) . . . a world full of dangers.
A challenge for the brave . . .
A challenge only for heroes. GAME OVER.
imagine
..the name of the game
SPECTRUM 7·95 COMMODORE, AMSTRAD, MSX 8·95
IMAGINE SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061 834 3939 · TELEX: 669977

PROGRAM PITSTOP

Improve your games programming! Take a stop in the *Pitstop* routine shop! Each month we're featuring routines from the top programmers, *Task Force* tips, plus all the best of *your* games and utility programs.

Having knocked you stone dead with last month's super first edition of *Program Pitstop*, we're all set to finish you off with this month's bumper, fun-packed and corky blend of routines, tips, plus the inimitable Ian Hoare. This time around we have *Monty Mole* trainers **Peter Harrap** and **Shaun Hollingsworth** of Gremlin. We've persuaded them to part with their deepest, darkest programming secrets which, in the right light and with a tailwind, could turn you into a programming superstar! Well, okay, so you'd have to have a modicum of talent too, but everyone needs a little help to be a genius, eh? You can use all this stuff in your own programs for *free*, and remember... these routines are exclusive to *Your Sinclair*!! (Toot!) And on top of all this, we've got the very best in reader's programs, this month featuring a wacky text routine from **Simon Hobbs** called *Megatext*, and a tuneful offering for 128 owners from **Lloyd Russell** called, appropriately enough, *Jukebox*.

Pitstop is fast becoming *the* indispensible programmers guide, and what we need are contributions from *you*. Is there a fab routine in your game? Provided it's quite short, you're in with a chance to be included in the next *YS Program Pitstop*. If you're a professional programmer, then please write in with a mugshot and some personal details, you know, the last game you wrote, shoe size, length of nose... If you're just a talented amateur, then let the rest of the world see how brill you can be — and who knows? You might find yourself being snapped up by a software house to write its next smash hit game!

MEGATEXT

by Simon Hobbs

Routines which print text up on your screen in a variety of different sizes are many, whereas programs which handle text in a variety of special effects are few. One such program is this small, but perfectly formed, cluster of routines from **Simon Hobbs**. In this program, with its attendant demo, you can print text onto the screen in a number of special styles — right slant, left slant, fuzzy, bold, thick, faded, double image and curved.

Method

Load in the Megatext Demo with LOAD "". This will load the demo program, in Basic, which will auto-run and load the machine code. You'll then be presented with an example of each of the various styles available using the *Megatext* code. You can break into the Basic and examine the listing, which'll tell you most of the information you wish to know about the program.

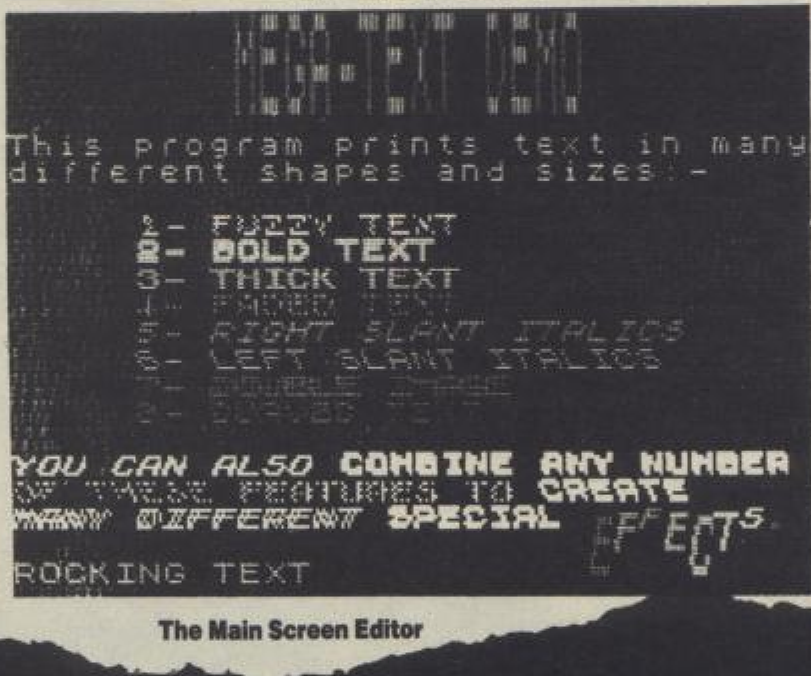
The code is specially sited at 64000 in memory to allow use of UDGs in your programs which use *Megatext*. To activate the various functions, you must POKE the following addresses:

64394 = x co-ordinate of text
64395 = y co-ordinate of text
64396 = style of text
64397 = height of text

and then you RANDOMISE USR 64000. To work out the value you have to POKE into the style of text address (64396) this is what you do: Set the appropriate bit of the byte to activate the associated function, and reset it to deactivate the function. The bits for each function are:

BIT	FUNCTION
0	Right slant italics
1	Fuzzy text
2	Bold text
3	Thick text
4	Faded text
5	Left slant italics
6	Double image text
7	Curved text

Bits go from right to left. So if you wanted left slanting, double image text (eur!) you must POKE 64396, BIN 01100000 or in decimal, 96. Or if you wanted fuzzy, curved text, (hooargh!) you'd need to POKE 64396, BIN 10000001 or 129. The text co-ordinate system is the same as a normal PRINT AT statement. If you don't put in any co-ordinates, the program, being foolproof and crashproof, will simply start where it left off.



The Main Screen Editor

Basic Program

Here's the Basic demo program. Type it in and save it with SAVE "TEXT DEMO" LINE 10, saving it on the front end of a blank tape.

```
  10 CLEAR 63999: LOAD ""CODE
  20 LET W=3: LET p=64000: LET X
=64394: LET Y=X+1: LET T=X+2: LE
T H=X+3
  30 PAPER 0: INK 7: BORDER 0: C
LS
  40 POKE H,5: POKE T,0: POKE X,
9: POKE Y,0: INK 3: BRIGHT 1
  50 LET P$="MEGA-TEXT DEMO": RA
NDOMIZE USR p
  60 POKE H,1: POKE Y,5: POKE X,
0: INK 6: LET p$="This program p
rints text in manydifferent shap
es and sizes:-": RANDOMIZE USR p
 100 FOR f=1 TO 8: READ a,b,c,d,
p$: INK a: POKE x,b: POKE y,c: P
OKE t,d: RANDOMIZE USR p: NEXT f
 110 DATA 7,5,8,2,"1- FUZZY TEXT
"
 120 DATA 6,5,9,4,"2- BOLD TEXT"
 130 DATA 5,5,10,8,"3- THICK TEX
T"
 140 DATA 4,5,11,16,"4- FADED TE
XT"
 150 DATA 3,5,12,1,"5- RIGHT SLA
NT ITALICS"
 160 DATA 2,5,13,32,"6- LEFT SLA
NT ITALICS"
 165 DATA 1,5,14,64,"7- DOUBLE I
MAGE"
```

```
166 DATA 1,5,15,128,"8- CURVED
TEXT"
170 INK 7: POKE X,0: POKE Y,17
180 FOR F=1 TO 7: READ A,P$: PO
KE T,A: RANDOMIZE USR P: NEXT F
190 DATA BIN 00001001,"YOU CAN
ALSO ",BIN 00000110,"COMBINE ANY
NUMBER ",BIN 00110000,"OF THESE
",BIN 00011000,"FEATURES TO ",B
IN 00100100,"CREATE      ",BIN 01
000001,"MANY DIFFERENT ",BIN 100
00100,"SPECIAL "
200 POKE T,BIN 00001001: FOR F=
1 TO 8: READ A: READ P$: READ B:
POKE H,A: INK B: RANDOMIZE USR
P: NEXT F
210 DATA 3,"E",1,2,"F",2,1,"F",
3,2,"E",4,3,"C",5,2,"T",6,1,"S",
7,1,".",1
220 LET P$="ROCKING TEXT": POKE
X,0: POKE Y,21: INK 5
230 POKE X,0: POKE T,1: RANDOMI
ZE USR P: PAUSE W: POKE X,0: POK
E T,0: RANDOMIZE USR P: PAUSE W:
POKE X,0: POKE T,32: RANDOMIZE
USR P: PAUSE W: POKE X,0: POKE T
,0: RANDOMIZE USR P: PAUSE W: GO
TO 230
```

Hex Loader

Type in this Hex Loader and save it to a separate tape for future use, then run it and type the following Hex Dumps into it. Just type in the figures between the ";" sign and the "=" sign. The figure after the "=" sign is the Checksum. At the beginning you'll be asked for the Start Address and Length. This is the address in memory where the code will be loaded, and the length is how many addresses after that the program takes up. These figures are given at the beginning of the dumps. To stop typing input an 'S'.

```
10 GO SUB 200
20 LET a=s
30 LET t=0
40 PRINT TAB 0;a;":";
50 INPUT "Line of Hex";h$
60 IF h$="S" THEN  STOP
70 IF LEN h$<>ch THEN  BEEP .5
,-15: PRINT "Length error": GO T
O 30
80 PRINT h$;
90 LET x=0
100 FOR b=1 TO ch STEP 2
110 LET z=FN h(h$): LET t=t+z
120 POKE a+x,z
130 LET h$=h$(3 TO )
140 LET x=x+1
150 NEXT b
160 PRINT " = ";: BEEP .2,25: I
NPUT "Checksum:";q
170 PRINT q
180 IF q<>t THEN  PRINT "INPUT
ERROR!": BEEP .5,-15: GO TO 30
190 LET a=a+(ch/2): BEEP .1,35:
GO TO 30
200 DEF FN h(h$)=16*(CODE h$(1)
-48-(7 AND h$(1)>"9"))+CODE h$(2
)-48-(7 AND h$(2)>"9")
210 POKE 23609,50: POKE 23658,8
220 INPUT "Start Address";s
230 LET ch=16
240 RETURN
```

Hex Dump

Here's the machine code, listed here as a hex dump. The start address = 64000 and the length = 398. Save it as SAVE "TEXTCODE" CODE 64000, 398, making sure it follows the Basic program on tape.

```
64000:2A4B5C7EFE802002=751
64008:CF01FE502806CD00=977
64016:19EB18EF234E2346=741
64024:0823C5E57ECD43FA=1120
64032:3A00FB3C320AFBFE=1200
64040:20200FAF320AFB3A=751
64048:0BFB473A0DFB0032=1089
64056:0BFBE123C178B100=1151
64064:C8180723A365C1100=652
64072:00471910FD1182FB=763
64080:010000ED003A0CFB=871
64088:C8CFDCBAFACB2FDC=1376
64096:D1FACB2FDCDDFACB=1603
64104:2FDCFAFACB2FDC0A=1247
64112:FBCB2FDC1EFBCB2F=1252
64120:DC35FBCB2FDC4BFB=1320
64128:3A0AFBCB27CB27CB=1134
64136:274F3A0BFBCB27CB=1011
64144:27CB27473EAF9047=804
64152:CDAA22102FB0600=821
64160:C53A0DFB477CFE59=1185
64168:300C1A77CD62FB10=775
64176:F413C110EBC9E1E1=1358
64184:CF042182FBCB2E23=909
64192:CB2E23CB2E232323=638
64200:CB2623CB2623CB26=793
64208:C92102FB0604CB2E=874
64216:232310FAC9F50600=796
64224:2182FB7ECB2FB677=1091
64232:2310FB2102FB0607=726
64240:237E2B06772310FB=804
64248:F1C92102FBF50600=1115
64256:7ECB2FB6772310FB=976
64264:F1C9F52102FB0604=1111
64272:7EE6AA77237EE65B=1127
64280:772310F4F1C92102=1019
64288:FBCB2623CB2623CB=1006
64296:26232323CB2E23CB=630
64304:2E23CB2EC9F52102=939
64312:FB06007E4F7ECB27=838
64320:7779CB2FB6772310=842
64328:F2F1C92102FBCB26=1339
64336:23CB2623CB262323=622
64344:23CB2623CB2623CB=790
64352:26C9E57C0F0F0FE6=867
64360:03F6586730BD5C77=850
64368:E1247CE607200A7D=789
64376:C6206F3F9FE6F804=1173
64384:67C900FE10101010=622
64392:10000015010100000=39
STOP
```

JUKEBOX

by Lloyd Russell

Here's a tricky program for all of you who love the tunes you get on 128 games, but can't program a tune yourself. This delightful selection of popular tunes (sounds like an advert for a K-Tel record!) can be played from the main menu at will. Although it falls partway between game and utility, it's probably of more use as a utility, even if it merely demonstrates how to program realistic and musical tunes on the Speccy 128. It's a long program, but so enjoyable you won't regret it.

Method

Using *Jukebox* is simplicity itself. Just type in the number corresponding to the tune you'd like to dance to and before you can say Beastie Boys, the music starts!

Basic Listing 1

The program is listed in two parts. This part loads in the UDGs (there's a DATA check). This must be SAVEd by using the save line at the end of this listing. Just RUN 18, and the program will be saved and verified automatically. With a little help from you, of course.

```
1 BORDER 1: PAPER 1: INK 7: C
LEAR 64700: LET l=0: FOR f=64710
 TO 999999: READ a: LET l=l+(a+1
): PRINT AT 0,0;l;: IF a=1000 TH
EN  GO TO 3
2 POKE f,a: NEXT f
3 DATA 192,128,0,0,0,0,128,19
2,3,121,4,2,2,2,1,3,0,0,1,3,7,15
,31,62,15,127,255,224,207,159,63
,127,224,254,255,127,255,255,255
,255,0,0,0,128
4 DATA 192,224,240,240,124,12
1,243,243,231,231,231,255,255,24
0,224,192,128,128,0,28,255
5 DATA 63,15,7,3,3,1,1,252,25
2,254,254,254,255,255,255,255,20
7,207,207,207,207,207,255
6 DATA 0,0,15,0,0,3,0,0,1,1,1
93,1,1,193,1,1,207,207,207,255,2
07,207,207,207,207,207,207
7 DATA 207,207,207,255,207,0,
7,0,0,14,0,0,15,1,1,1,1,255,1,1,
193,255,207,207,207,207
8 DATA 255,207,207,207,207,25
5,207,207,207,207,207,0,15,0,7,0
,0,15,0,1,129,1,193,1,1,161
9 DATA 1,207,207,207,255,207,
207,207,207,207,255,207,207,207,
255,255,255,7,0,31,0,128
10 DATA 192,255,255,193,1,129,
1,3,7,255,255,207,255,207,207,20
7,255,255,255,0,0,0,0,0,1
11 DATA 1,1,1,1,1,1,1,1,1,1,0,
0,0,0,0,0,128,128,1,1,1,1,1,1,3,
3,1000
12 IF l=28920 THEN  PRINT "=28
920": BEEP .15,13
13 IF l<>28920 THEN  PRINT "<>
28920": BEEP .15,-11: PRINT #1;A
T 1,0;"S Error in DATA 13:2": PA
USE 0: STOP
14 GO SUB 17: BORDER 7: PAPER
7: INK 0: CLEAR : PRINT AT 7,12;
 INK 4;" ""#$%"'AT 8,12;":&"; P
APER 0;"'(": PAPER 7;")"'AT 9,12
;"*"; PAPER 6;"+"; PAPER 0;",.";
 PAPER 6;"-"'AT 10,12; PAPER 7;"
/"; PAPER 6;":"; PAPER 0;"/0"; P
APER 6;"1";AT 11,12; PAPER 7;";"
; PAPER 6;"2"; PAPER 0;"34"; PAP
ER 6;"5"; PAPER 7'AT 12,12;"=";
PAPER 6;"6"; PAPER 0;"78"; PAPER
 6;"9"; PAPER 7;"<": GO SUB 16:
FOR f=6 TO 2 STEP -1: PRINT AT 1
9,1; INK f;"JUKE BOX FOR THE 128
K SPECTRUM": FOR g=1 TO 5: NEXT
g: NEXT f
15 INK 7: PRINT AT 0,0;: LOAD
""
16 POKE 23606,0: POKE 23607,60
: RETURN
17 POKE 23606,190: POKE 23607,
251: RETURN
18 CLEAR : SAVE "JUKEBOX" LINE
1: VERIFY ""
```

Basic Listing 2

This is the main program. Once again save it using the SAVE line at the end of the program at line 103. Note that there's a PLAY command in this line. The tune that it plays must be recorded before the rest of the listing, so press PLAY and RECORD and type RUN 103 and then ENTER.

```
1 LET f$="T126M14UX2000W000N1
d&&&06B&&00d&06B00d&06B&00d&d&&&
06B&&&&00dd&d&06B&00d&&&06B&&00d
&06B00d&d&d&06B&&&&&&&07ccO4ccO1
ccO8X4000N3a": f$=f$,"(O5N3#f&4
a3#f1#f3b#fe#f&4#C3#f1#f3D#Ca#f#
C#F1#f3e1e3#c#g6#f5&&&)"
2 f$=f$,"(O3N3#f&4#F3e1E3#c#
Ce#f&#F&1&#c3#CE#Fd&4D3e1E3#ce#f
5#F&1&E3#Cba)"
3 f$=f$,"(O5N3#f&4a3#f1#f3b#
fe#f&4#C3#f1#f3D#Ca#f#C#F1#f3e1e
3#c#g6#f5&&&)","(O3N3#f&4#F3e1E3
#c#Ce#f&#F&1&#c3#CE#Fd&4D3e1E3#c
e#f5#F&1&E3#Cba)"
4 "T126(O5N3&#C#C1#CE&E3E#D#
D#D#C#C1#CE&E3#D#Ca&aaa1a3b1b&3b
1b3b#C#C#C1b3#C1#C&#C3&)","(O5N3
&#f#f1#f#g&#g3#g#f#f#f#f#f1#f#g&
#g3#f#f#c&ddd1d3e1e&3e1e3e#f#f#f
1e3#f1#f&#f3&)","(O3N5#F4#F1E5&3
#CE5#F4#F1E3&#CE#F5D3&D5E&#F3&#F
5#F#F)"
5 "O4N9_9_3B3&5&7&","O4N9_9_
3E3&5&7&","(O3N3#f&4#F3e1E3#c#Ce
)O3N3#f&5&7&"
6 f$=f$,"T126(O3N3#f&4#F3e1E
3#c#Ce#f&#F&1&#c3#CE#Fd&4D3e1E3#
ce#f5#F&1&E3#Cba)","O6N9&&&&6#F7
#F#C6b5a7#f&9&"
7 f$,"T126O5N3#f&4a3#f1#f3b#
fe#f&4#C3#f1#f3D#Ca#f#C#F1#f3e1e
3#c#g6#f5&&&","O3N3#f&4#F3e1E3#c
#Ce#f&#F&1&#c3#CE#Fd&4D3e1E3#ce#
f5#F&1&E3#Cba"
8 f$,"T126O5N3#f&4a3#f1#f3b#
fe#f&4#C3#f1#f3D#Ca#f#C#F1#f3e1e
3#c#g6#f5&&&","O3N3#f&4#F3e1E3#c
#Ce#f&#F&1&#c3#CE#Fd&4D3e1E3#ce#
f5#F&1&#f3#F#f3#g"
9 f$=f$,"O5N4aeae3ae4aeae1aa
3e(4aeae3ae)4AEAE3AE","O3N5a3A&4
&1A4&1A5#f3#F&4&1#F4&1#F5g3g&4&1
g4&1g5e3E&4&1E4&1E5a3A&4&1A4&1AH
"
10 "T126M14UX2000W0N1"+f$(48
TO ),"O5N4AEAE1AA3E4AEAE3AE4AEAE
3AE","O3N5#f3#F&4&1#F4&1#F5g3g&4
&1G4&1G5e3E&4&1E4&1E"
11 f$=f$,"(((O5N1E#Cb3ab1#C3E
#Cba)))","(O3N4a1_7A5a4#f1_7#F5#
f4g1_7G5g4e1_7E5e)"
12 "T126(O5N3&#C#C1#CE&E3E#D#
D#D#C#C1#CE&E3#D#Ca&aaa1a3b1b&3b
1b3b#C#C#C1b3#C1#C&#C3&)","(O5N3
&#f#f1#f#g&#g3#g#f#f#f#f#f1#f#g&
#g3#f#f#c&ddd1d3e1e&3e1e3e#f#f#f
1e3#f1#f&#f3&)","(O3N5#F4#F1E5&3
#CE5#F4#F1E3&#CE#F5D3&D5E&#F3&#F
5#F#F)"
13 "T126O5N3&aaa1a3b1b&3b1b3b
#C#C#C1b3#C1#C&#C3&","O5N3&ddd1d
3e1e&3e1e3e#f#f#f1e3#f1#f&#f3&",
"O3N5D3&D5E&#F3&#F5#F#F"
14 f$,"O5N3#f&4a3#f1#f3b#fe#f
&4#C3#f1#f3D#Ca#f#C#F1#f3e1e3#c#
g6#f5&&&","O3N3#f&4#F3e1E3#c#Ce#
f&#F&1&#c3#CE#Fd&4D3e1E3#ce#f5#F
&1&E3#Cba"
15 "O5N3#f&4a3#f1#f3b#fV14e#f
&4#C3#fV13N1#f3D#Ca#fV12#C#F1#f3
eV11N1e3#c#gV10N6#f5&&&"
16 "V10O5N3#f&4a3#f1#f3b#fV9e
#f&4#C3#fV8N1#f3D#Ca#fV7#C#F1#f3
eV6N1e3#c#gV5N6#f5&&&"
17 RETURN
18 LET f$="T200M14UX2000W000N3
cO8B&O5fO8B&O5fO0cO8B0#cO8B&O5fO
8B&&)"
19 LET g$="T200M14UX6000W000N5
cO5B&&"
20 "T200N3#f#fdO4b&bO5&e&e&e#
g#gabaaae&d&#f&#f&#fee#feH","O3b
&3&b&e7&5E&a&&3&D7&5#C&"
21 f$,"3#f#fdO4b&bO5&e&e&e#g#
gabaaae&d&#f&#f&#f5e3&bH","O3b&3
&b&e7&5E&a&&3&D7&5E&"
22 f$( TO 41)+g$,"6O5D3#C5_9b
","O4N3#f#fd#c7&5Ee3#G#GABH"
23 f$( TO 55)+f$( TO 41)+g$,"
3#C5#C#C3a5&3&5#F3#F5#FE6D3DD5#C
8_3b3&eH","O3a&&3&a5D&#C&3bb5b7&
O4N5Ee3EE#F#G"
24 f$( TO 55)+g$+f$,"5#C3D5#C
3ba5ab3#C5ba&DD3D3_9DH","O3aaaaD
D#C#C3#F#F0b7&O4N5Ee3EE#F#G"
25 f$,"&3aaaaaaa6#g3#g6#f","O
3N8#f5e9dH"
26 f$,"O4N9a#GA","O3N3aa5a3&a
&a5#g#g3&#g&#g5#f#f3&#f&#fH"
27 f$,"6e#f5e9aE#F6E6#F5EH","
O3d8&5aa3&a&a5#g#g3&#g&#g5#f#f3&
#f&#f5d8&"
28 f$,"9#C#GAH","O3N3aa5a3&a&
a5#g#g3&#g&#g5#f#f3&#f&#f"
29 f$,"&3B5##B3B7AD6N8_9E9a9#
gH","O3N5d&e&aa3&a&a5#g#g3&#g&#g
5dd3&d&dee5e3eeee"
30 f$,"9_9#G9_9GH","O3N3#C&&#
C&&#C#C#C#C&#C&&#C#Cg&&g&&gggg&g
&&gg"
31 f$,"9_5#C5e7#g9_5g#f7#CH",
"O3N3#C&&#C&&#C#C5#C8&3g&&g&&gg5
g8&"
32 f$,"3#C6_7_7D7A3A6_7_9bH",
"O3b&&3bbbb8&5e&&3eeee8&"
33 "T200M14UX2000W000N3c","3#
f#fdO4bV14&bO5&e&V13e&e#gV12#gab
aV11aae&V10d&#f&V9#f&#feeV8#fe#f
#fV7dO4b&bV6O5&e&eV5#g#gabV4aaae
V3&d&#fV2&#f&V1#fee#f"
34 RETURN
35 "T160N7_3g3ggg7_3g3gggg&&g
g&&ggg#fg#ga#bb","O3N3&&ggg&&&&&
ggg&&&&gg&&gg&&g#ffe#ed#d"
36 "T160O3N3cCef#fgO2gO3g)","
3C&UX500W3N5&7&9&3ceg5ag3ecc5&7&
3ceg5ag3e5c3&3_7e","U9&&&&&6&7_3
#bH"
37 "T160O3N3fFa#bbCcC)","UX50
0W3N3faC5DC3aCC6&5C3aH"
38 "T160O3N3cCef#fgO2gO3g)","
UX500W3NCCb3a7_3g3&5g3gH","Uaag3
f3_7e"
39 "T160O3N3gGbC#CDdDfFa#bbCc
C(cCef#fgO2gO3g)","UX500W3N9_3g5
C3a5g3#e3_9_5c6&3#deg","U9_3f"
40 "T160O3N3cCef#fgO2gO3g)","
UX500W3N3&5C3g5CgC3gC7&3&5C3g5Cg
C3gC7&H","U3&5a3e5aea3ea7_3&5a3e
5ae#b3e#b"
41 "T160O3N3fFa#bbCcC)","UX50
0W3N3&5C3g5CgC3gC7&H","U3&5a3#e5
a#ea3#ea"
42 "T160O3(3cCef#fgO2gO3g)","
UX500W3N3&5C3g5CgC3gC","U3&5a3e5
aea3ea"
43 "T160O3N3gGbC#CDdDfFa#bbCc
C","UX500W3N3&5D3g7D3&6#e5Ca","U
3&5b3f7b3&6C5af"
44 "T160O3N3cCef#fgO2gO3g)","
UX500W3N6a3_7a5&EF#FD6X3000W0N3&
gabCegaCegaCega&egaCegaCeag7&H",
"U6e3_7e5&#ga#a9&3B&&&B&&&9&3#B"
45 "T160O3N3fFa#bbCcC)","UX30
00W0O6N3&aCD#EaCD#EaCD#EaCDH"
46 "T160O3N3cCef#fgO2gO3g)","
UX3000W0O6N3#DEgCD#DEgCDEg7&H","
(O6N9&5&3#D"
47 "T160O3N3gGbC#CDdDfFa#bbCc
C","UX3000W0O6N3&GDEFGDEFGCD5#EG
"
48 "UX500W3T160O3N3cO6GGGG03c
cccO5GGGG03ccccO5gggg03ccccO5fff
fO3ccccO5dd03ccO5dd03ccO5dd03ccO
5dd03c","UO6N3&AAAA&&&&O5#B#B#B#
B&&&&aaaa&&&&aaaa&&&&#f#f&&#f#f&
&f#f&&ff&","UO7N3&CCCC&&&&O6CCCC&
&&&O5CCCC&&&&CCCC&&&&aa&&aa&&#a#
a&&#a#a&"
49 "UX500W3T160O3N3cg#ffe#ed#
dc6&O5N7#b","UO4N3&g#fg#ga#bbC6&
O5N7E","UO5N9&7&A"
50 RETURN
```

```
  51 "T2000O3N3gBbGDGEG))","7&&&
&hCb5#ab7ge9d7bCb5agH","7&&&&ded
5#cd7#cc9#c7ded5c#c"
  52 "T2000O3N3aAbA#CAEAD#DE5D3C
ba","7Cb9a","7eg9#f"
  53 "T2000O3N3gBbGDGEB))","7bCb
5#ab7ge9dH","7ded5#cd7#cc9"
  54 "T2000O3N7gfe#e3dDeD#fDdD",
"5gg3g6d3g5ggC3C7ba","04N7bb9C7B
C"
  55 "T2000O3N3gBbGDGEG))","9_8g
5&3&ga#abga#abga#abCbage&ge&5g9d
3&DG&ED&b&gabEDbgH","9_8#c5&9&&5
&&&c9#c&&"
  56 "T2000O3N3aAbA#CAEAD#DE5D3C
ba","7Cb9a","7eg9#f"
  57 "T2000O3N3gBbGDGEB))","3&bC
#CDbC#CDG&5E3DbgH"
  58 "T2000O3N3g8#bGDGEG))","3a"
,"3#bgag#bgagFD&5#b3ageH"
  59 "T2000O3N7gfe#e","3gded&ded
&dedgdgC"
  60 "T2000O3N3dDeDgDbDdDeD#fDdD
gDbGDGEG5g&05N7E&&","9ba9_5g5&7A
","9dc9_5#c5&D6N7D&&"
  61 RETURN
  62 "UX7000W0T1900(02N5D3DD5a3a
a5C3C5g3gCg)","V1304N5FF&&3A&5&7
&5FF&&3A&5&&3FD","V1304N5aa&&3C&
5&&&aa&&3C&5"
  63 "UX7000W0T1900200aaCCgg)",
"V1304N5F5_3F3DDDFDDC7D5F5_3F3DD
DAGDF7D5F5_3F3DDDFDDCDFFD5F5_3F3
DDDAGGF7GH","V1304N5a5_3a&5&9a5a
5_3a3&&&9a5a5_3a3&&&9a5a5_3a3&&&
9a"
  64 "UX7000W0T1900 2N3DDDDDDDD#
b#b#b#b#b#b#b#bDDDDDDDD#b#b#b#ba
aaaDDDDDDDD","V1304N3&GDFFFFGDD
A&A3DAAGFFFFFGGEESE3DC&AGFF5F3F"
,"V1304N3&&a7a#b6#b3&7aa#ba3&6a7
a"
  65 "UX7000W0T1900 2N3#b#b#b#b#
b#b#bDDDDDDDD6C3C6C3C6C3CCCCC"
,"V1304N3G5G3A5A3GF&AGFFFFFAGGF7
_9G","V1304N7#b#b3&6a7aC7_9C"
  66 "UX7000W0T1800 2N3DDDDDDDD#
b#b#b#b#b#b#bgggggggCCCCCCCCD
DDDDDDD#b#b#b#b#b#b#b","V1304N
5ADF3A3_8G3GFBG3GFAA5FDCADF3A9G3
F","V1304N7_6a3_8#b5&8b5&8C5&7_6
a9#b3F"
  67 "UX7000W0T1800 2N3gggggggC
CCCCCCCDDDDDDDD#b#b#b#b#b#b#bg
gggggggCCCCCCCCDDDDDDDD","V1304N
8G3GFAA5F3DD5CDCDCDCDFDFDFDFDFAG
AG","V1304N8b5&8C5&9a#bbCD"
  68 "UX7000W0T1800 2N3#b#b#b#b#
b#b#b#bggggggggCCCCCCCC","V1304A
GAGDF7D3&A5A3DDFD","V1304N9#bg3&
E5E"
  69 "UX7000W0T1800 2N5D3DD5a3aa
5C3C5g3gCg)","V1304(5FF&&3A&8&5a
a&&3C&&&&CCC)","V1304(5aa&&3C&8&
5FF&&3A&&&&AAA)H"
  70 "UX7000W0T1800 2DDaaCCggDDa
aCCggDDaaCCgg","V1304&E6F5GD3D7C
3&EEE5F3GF5AA3G6F5&E6F5GD3D7C","
V1304&5_6a9_3a3&7_6a9a5&5_6a9_3a
"
  71 "UX7000W0T1800 2DDaaCCggDDa
","V1304&G3EDC7G3_7#G8A","V13044
5_6a9_3a8a"
  72 "UX7000W0T1800 2(5aCCggDDa)
","V1304(3&5EECaE6_5D)","V1304(3
&7_5a5&7_6a)"
  73 "UX7000W0T1800 2N5aCCggDDaa
CCggD3DD5a3aa","V1304N3&5EECaE6_
A05FFFF6F","V1304N3&7_5a5&7_6_3a
5_7_6a6a"
  74 "UX7000W0T1800 2C3C5g3gCg5D
3DD5a3aa5C3CC5g3gg5D3DD5a3aa5C3C
C5g3gg","V1304N3A&5&3&DFD5FF&&3A
&5&3&FFD5FF&&3&A5A3DD","V1304N3C
&5&&&aa&&3C&5&&&aa&&3&C5C"
  75 "UX7000W0T1800 2D3DD5a3aa5C
3C5g3gCg","V1304N3&A&&A&&&A&&&&A
AA","V1304N3&D&&D&&&D&&&&DDD"
  76 "V13T1800 2(5D3DD5a3aa5C3C5
g3gCg)","V1304(3&A&&A&&&A&&&&&&
","V1304(3&D&&D&&&C&&&&&&&)V1202
N9D"
  77 RETURN
  78 "T200M14UX3000W0D1N5cO8N3B
O1Nc5cO8B)","9&&5#f3a#f5#f#C#fa7
#C!!3#FE#Cb#Ca9_5#f!!3EDbabg9_5e
!!3#Cb#g#f#ge9_5#c!!04N3#FE#Cb#C
a9_5#f!!(5#f3#F#f5#f#F)","02N9&&
5#f3a#f5#f#C#fa7#C!!(3bB#f#FbB#f
#F)!!(aAeEaAeE)!!(#f#F#c#C#f#F#c
#C)!!(bB#f#FbB#f#F)!!O3N9_9#fH"
  79 "T200M14UX3000W0D1N5cO8N3B
O1Nc5cO8B)","9&&3#FFD#Ca#g#f#ga#
CDF7#F!!3E#DCbg#fe#fgbC#D7E!!3#C
Ca#ge#d#c#de#gaC7#C!!04N3#FFD#Ca
#g#f#ga#CDF7#f(5#f3#F#f5#f#F)","
02N9&&(3bB#f#FbB#f#F)!!(aAeEaAeE
)!!(#f#F#c#C#f#F#c#C)!!(bB#f#FbB
#f#F)!!O3N9_9#fH"
  80 "T200M14UX3000W0D1N5cO8NCB
O1Nc5cO8B)","9&&3#FE#Cb#Ca9_5#f!
!3EDbabg9_5e!!3#Cb#g#f#ge9_5#c!!
04N3#FE#Cb#Ca9_5#f!!(5#f3#F#f5#f
#F)","02N9&&(3bB#f#FbB#f#F)!!(aA
eEaAeE)!!(#f#F#c#C#f#F#c#C)!!(bB
#f#FbB#f#F)!!O3N9_9#fH"
  81 "T200M14UX3000W0D1N7cO8B)"
,"9&&#F5#FE#FE9#C5#Cb#Cb7a7_9#f"
,"O3N9&&5bbbbbbbb#C#C#C#C#C#C#C#
C#F#F#F#F#F#F#FH"
  82 "T200M14UX3000W0D1N7cO8B)"
,"9&&#F5#FE#FE9#C5#Cb#Cb7a7_9#f"
,"O3N9&&5bbbbbbbb#C#C#C#C#C#C#C#
C#F#F#F#F#F#F#F9&&H"
  83 "T200M14UX3000W0D1N5cO8N3B
O1Nc5cO8BO1N5cO8N1BB8BO1N5cO8B)"
,"9&&(O6N3#F#CaO5#F#C#fO4#Ca3_5_
7#f!!O6N3Eb#gO5Eb#geO4bg3_5_7e!!
O6N3#CO5#GE#C#ge#cO4#ge3_5_7#c)!
!O5N3#F#Ca#f#cO4a#f#cO3a3_5_7#f!
!(O4N5#f3#F#f5#f#F)","9&&O2((3bB
#f#FbB#f#F)!!(aAeEaAeE)!!(#f#F#c
#C#f#F#c#C))!!(bB#f#FbB#f#F)9_9#
fH"
  84 "T200M14UX3000W0D1N5cO8N3B
O1Nc5cO8B)","9&&3#FE#Cb#Ca9_5#f!
!3EDbabg9_5e!!3#Cb#g#f#ge9_5#c!!
04N3#FE#Cb#Ca9_5#f!!(5#f3#F#f5#f
#F)","02N9&&(3bB#f#FbB#f#F)!!(aA
eEaAeE)!!(#f#F#c#C#f#F#c#C)!!(bB
#f#FbB#f#F)!!O3N9_9#fH"
  85 "M14T200UX2000W0O6N1ccccO4
ccccO2ccccO0ccccX6000O8N7a": RET
URN
  86 BORDER 7: PAPER 7: INK 4: C
LS : RESTORE 86: DIM a$(6,15): F
OR f=1 TO 6: READ a$(f): NEXT f:
 DATA "Axel F","Take On Me","Fra
nkie&Johnny","Deep Blue Sea","Ga
mbler","UNGO MUNGO"
  87 FOR f=0 TO 5 STEP 2: PLOT 1
0-f,164+f: DRAW 0,-96-(f*2): DRA
W 164+(f*2),0: DRAW 0,96+(f*2):
DRAW -164-(f*2),0: NEXT f
  88 INK 0: GO SUB 102: PRINT AT
 1,24; INK 4;"[]"#%"'AT 2,24;"
:&"; PAPER 0;"'(" ; PAPER 7;")"'A
T 3,24;";"; PAPER 6;"*"; PAPER 0
;"+,"; PAPER 6;"-"'AT 4,24; PAPE
R 7;";"; PAPER 6;"."; PAPER 0;"/
0"; PAPER 6;"1";AT 5,24; PAPER 7
;":"; PAPER 6;"2"; PAPER 0;"34";
 PAPER 6;"5"; PAPER 7'AT 6,24;"=
"; PAPER 6;"6"; PAPER 0;"78"; PA
PER 6;"9"; PAPER 7;"<": GO SUB 1
01: FOR f=6 TO 2 STEP -1: PRINT
AT 20,0; PAPER 6; INK 2; BRIGHT
1;" JUKE BOX FOR THE 128K SPECTR
UM ": FOR g=1 TO 5: NEXT g: NEXT
 f
  89 PRINT AT 9,23; INK 1; PAPER
 5;" Lloyd  "'AT 10,23;" Russell
 "'AT 11,23;"1987  "
  90 INVERSE 1: FOR f=1 TO 6: PO
KE 23606,198: POKE 23607,251: PR
INT AT (f*2),2; INK f-1;" ";: PO
KE 23606,0: POKE 23607,60: PRINT
  PAPER 7; INK f-1;f;: POKE 2360
6,198: POKE 23607,251: PRINT  IN
K f-1;"'";: POKE 23606,0: POKE 2
3607,60: PRINT  INVERSE 0;" "; P
APER 7; BRIGHT 1;a$(f): NEXT f:
INVERSE 0: PRINT #1;AT 0,1;"I co
mposed Ungo Mungo"
  91 PRINT AT 15,0; INK INT (RND
*8); PAPER 5; BRIGHT 1;" Next Tu
ne: ";TAB 31;" ": LET z$=INKEY$:
IF z$>="1" AND z$<="6" THEN  PRI
NT AT 15,0; PAPER 5; BRIGHT 1;"
Next Tune: ";a$(VAL z$): GO TO 9
3
  92 GO TO 91
  93 OUT 254;VAL z$-1: "M1#V130
4N7cO8UX3000W6N4cX1000N1cX3000N4
cX1000N1cV1500N6O3&O8UX0000W0N9c
","O2N7d","O2N7d": FOR f=1 TO 50
: NEXT f
  94 IF z$="1" THEN  GO SUB 1
  95 IF z$="2" THEN  GO SUB 18
  96 IF z$="3" THEN  GO SUB 35
  97 IF z$="4" THEN  GO SUB 51
  98 IF z$="5" THEN  GO SUB 62
  99 IF z$="6" THEN  GO SUB 78
 100 OUT 254,7: PRINT AT 17,0; I
NK 3; PAPER 6;"  The last tune w
as: ";TAB 31;"     ";a$(VAL z$);T
AB 31;" ": GO TO 91
 101 POKE 23606,0: POKE 23607,60
: RETURN
 102 POKE 23606,198: POKE 23607,
251: RETURN
 103 "T200M14UX2000W0O0N3c","3#
f#fdO4bV14&bO5&e&V13e&e#gV12#gab
aV11aae&V10d&#f&V9#f&#feeV8#fe#f
#fV7dO4b&bV6O5&e&eV5#g#gabV4aaae
V3&d&#fV2&#f&V1#fee#f": CLEAR :
SAVE "juke box" LINE 86: VERIFY
""
```



Exclusive!

STARTIP 4

Part One

by Shaun Hollingworth and Peter Harrap

Gremlin Graphics is really making a name for itself as an arcade specialist with titles like *Thing Bounces Back, Future Knight* and the *Monty* series topping the charts. It's clear that the firm knows what the people want and is geared to letting them have it (thwoom!) Dead good, complex, fast arcade adventures with a sprinkling of senseless violence is the name of the game, and this success is due in no small way to Gremlin programmers **Shaun Hollingworth** and **Peter Harrap**, as it's mainly their programming skills that have created these megagames.

We were fascinated to discover that for each game they write, they write a custom game editor/development system to construct and link all the screens within the game, allowing them to concentrate on the gameplay while bolting on screen after screen of fast arcade action. Now you too can benefit from this technique with a version of the *Future Knight Block Store game Screen Editor,* which the lads have kindly allowed us to print in this month's *Program Pitstop.*

Shaun and Peter have been with Gremlin for about three years. Peter wrote all the *Monty* games, except *Auf Wiedersehen,* which he co-wrote with Shaun. Between them they've written *Way Of The Tiger, Bounder, Future Knight,* and *Trailblazer*! They're presently working on this autumn's smash from Gremlin, *Deathwish III.*

Shaun tells me that he has a copy of the *Editor* that was used on the *Monty* games, and we'll be featuring it in a future edition of the *Pitstop.* We only bring you the best!

Method

Using the *Editor* you can edit Blocks, Characters and Screens and link them together in preparation for making your own arcade adventure. The full scope of the program is far too lengthy to mention in too much detail in these pages, so we'll give you the basic commands and enough technical colour to get you going, but from then on I'm afraid it's a voyage of discovery.

Basic Program

Here's a little Basic loader, which loads the Editor Code and fills the character set with some meaningful information. Save it as SAVE "An editor" LINE 20.

```
   1 REM **   Editor          **
   2 REM **by S.Hollingworth**
   3 REM **and P.Harrap.....**
   4 REM
  10 RANDOMIZE USR 63488: STOP
  20 BORDER 1: INK 7: PAPER 1: C
LEAR 24575: LOAD ""CODE
  30 PRINT "Editor loaded at add
ress 63488"
  40 PRINT "Loading some demo ch
ars now"
  50 LOAD ""CODE  61440
  60 PRINT "Demo chars loaded at
 61440"
  70  PRINT  "Next item on tape
is relocatable"'"print routine N
OT LOADED NOW"''
  80 PRINT "Press any key to ent
er editor "'" and clear data are
as"'"Re-enter with:"''"
RANDOMIZE USR 63488"
  90  PAUSE  0: CLS : RANDOMIZE
 USR  63491
```

Hex Dump 1

Here's the main program; load the Hex Loader program from the *Megatext* program. The start address of this chunk is 63488 and the length is 1999.

Then save it as SAVE "edcode" CODE 63488,1999.

```
63488:C31DF82100DF1101=746
63496:DF01FF003638ED00=1002
63504:2100C01101C001FF=691
63512:1E3600EDB02100F0=770
63520:2201FE2100DF229F=898
63528:FECDF0F93A815C6F=1346
63536:2600292929292911=260
63544:00D01922AAFECDDA=1114
63552:F8CD87F8CD3CFA3A=1409
63560:815C11191CD80FB=863
63568:3EFEDBFEEA0BCC5B=1322
63576:FA3EFDDBFEE60B20=1308
63584:0B3A815C3CFE7920=765
63592:0332815C3E7FDBFE=936
63600:E610200A3A815C07=750
63608:28043D32815C3E7F=565
63616:DBFEE6012043C93E=1162
63624:FEDBFEE601281E3E=1090
63632:DFDBFEE60820073A=1031
63640:A3FE3C32A3FE3EFD=1259
63648:DBFEE60420073AA3=967
63656:FE3D32A3FE3AA3FE=1257
63664:110414CD80FB6F26=774
63672:002929292911800C0=373
63680:1922A4FE11001106=517
63688:04C5D50604CD10F9=907
63696:231C10F9D1C11410=766
63704:F0C911000006804C5=665
63712:0600D5C5E5D56E7D=1101
63720:0026002929292911=227
63728:00C0190106604C5D5=846
63736:0604CD1DF9231C10=572
63744:F9D114C110F0E123=1107
63752:C1D11C1C1C1CCD79=840
63760:F910CFC11E001414=735
63768:141410C3C9D5C5E5=1091
63776:7AF5E61BF64057F1=1259
63784:E6070F0F0F835FD5=769
63792:40426E7D26002929=496
63800:29ED5BA1FE19E56F=1149
63808:2600ED5B9FFE196E=914
63816:700F0F0FE603F650=732
63824:477D02E1017E1214=796
63832:237E1214237E1214=398
63840:237E1214237E1214=398
63848:237E1214237E1214=398
63856:237E121423E1C1D1=861
63864:C9D5C5E5F53AAFFE=1572
63872:0787878787876F3A80=1020
63880:FE878787878767E5=1261
63888:7DC6086FCDA4F9E1=1285
63896:7CC61067CDC0F9F1=1320
63904:E1C1D1C9CDD7F91E=1527
63912:200AEE01020470E6=637
63920:072009057BE6F847=722
63928:79C6204F1020EAC9=926
63936:CDD7F90AEEFF020C=1186
63944:0AEEFF020C0AEEFF=1020
63952:020C0AEEFF02C97D=845
63960:F50F0F0FE61F4F7C=754
63968:0707E6E0814F7CE6=1070
63976:07477CE6400F0F0F=541
63984:B0F64047F1E607C9=1236
63992:3EFBDBFEE6012009=1058
64000:3AAFFE3DE60732AF=1010
64008:FE3EFBDBFEE60220=1304
```

```
64016:093AAFFE3CE60732=843
64024:AFFE3EDFD0FEE601=1410
64032:20093A00FE3DE603=823
64040:3200FE3EDFD0FEE6=1436
64048:02C83A00FE3CE603=975
64056:3200FEC93EFDD0FE=1469
64064:E602C026003AAFFE=949
64072:6F3A00FE070707B5=801
64080:6FED5BAAFE193AA3=1109
64088:FE77C9CD01FCCD87=1500
64096:F8CD00FC21A6FE36=1223
64104:001100000600C5D5=441
64112:0620CD1DF91C3410=617
64120:F9D114C110F0CD40=1209
64128:F83A01FE6F3A02FE=1341
64136:0F0F0F856F2600E5=604
64144:11005019C8FEE17D=937
64152:3204FEF511000921=780
64160:C7FFCD00FBF1F5CD=1009
64168:00F0F1003EFDD0FE=1416
64176:E602200E3A03FE6F=808
64184:2600ED5B04FE1900=817
64192:7700885F16003ACE=516
64200:FF4F3ACDFF070707=873
64208:F648014F3EFDD0FE=1354
64216:E601200521000F19=549
64224:713E7FD0FEEA1020=1053
64232:093ACDFF3CE60732=874
64240:CDFF3EFDD0FEE600=1486
64248:20093ACEFF3CE607=857
64256:32CEFF3EFED0FEE6=1530
64264:04CA3FF001013000=687
64272:790020F011141321=669
64280:B5FFCD00F83ACDFF=1618
64288:CD00F01114152100=862
64296:FFCD00F83ACEFFCD=1643
64304:00F001FEF8ED70E6=1472
64312:04CCA3FCC35EFA21=1195
64320:004011014001FF1A=420
64328:3600ED00C93A03FE=1159
64336:F5E6034FF1E60C07=1047
64344:0707015F16002120=373
64352:5A19C8FE2A01FEE5=1274
64360:C021FEE1ED5B01FE=1476
64368:A7ED52C82100DF11=959
64376:0050010001ED00C9=704
64384:F521003C22A1FE21=820
```

```
64392:B5FE229FFE21A6FE=1335
64400:3630FE64380D0664=831
64408:3410F7233630FE0A=724
64416:3005060A3410F723=643
64424:3630FE0138043D34=530
64432:10F821A6FECD10F9=1200
64440:231CCD10F9231CCD=814
64448:10F92100F022A1FE=1000
64456:2100DF229FFEF1C9=1145
64464:01003CED43A1FE01=701
64472:B5FEED439FFECD10=1386
64480:F9231CCD10F9231C=858
64488:CD10F9231CCD10F9=1029
64496:231CCD10F9231CCD=814
64504:10F9231C0100F0ED=819
64512:43A1FE0100DFED43=1010
64520:9FFEC93EFED0FEE6=1633
64528:01201E3EDFD0FEE6=1051
64536:0820073AAEFE3C32=643
64544:AEFE3EFDD0FEE604=1450
64552:20073AAEFE3D32AE=810
64560:FE21C1FF110B15CD=989
64568:D0FB3AAEFE111014=998
64576:CD00FB6F26002929=815
64584:29291100C01922AC=522
64592:FE110C110604C5D5=720
64600:0604CD10F9231C10=572
64608:F9D1C11410F03EFE=1243
64616:D0FEE601C03EFED0=1431
64624:FEE600C02AACFEED=1309
64632:5BA4FE011000EDB0=939
64640:C9AFD0FEE61FFE1F=1395
64648:20F7210040011014=450
64656:01FF1A3600EDB021=782
64664:00DF110050010001=330
64672:EDB0C92A01FEE521=1349
64680:004011014001FF17=425
64688:75ED0821005B1101=669
64696:500100013649EDB0=630
64704:01FF01364FEDB021=836
64712:C7FF110016CD00F8=1157
64720:3A04FEF5CD00FBF1=1562
64728:6F26002929291100=289
64736:F019EBD5DDE12100=1192
64744:400600C51A06000E=329
64752:071730020E707123=362
64760:10F5C11310EDAF32=951
```

```
64768:01FE3282FECDE1FD=1596
64776:CDC6FD01401F0079=884
64784:0020F8CD76FE3A02=1272
64792:FE6F260029292929=567
64800:29110A5919EB3A01=652
64808:FE6F2600197CE603=785
64816:070707F64067E506=669
64824:0036002CCB0E2024=500
64832:10F7E17DC6206F30=1010
64840:02360001401F0079=284
64848:0020F8CD32FE3A01=1203
64856:FEE6073201FE3A02=1208
64864:FEE6073202FE3A02=1209
64872:FE0707074F3A01FE=1227
64880:01AF260011004019=384
64888:AF01FE7FED70E601=1145
64896:2002360701FEBFED=778
64904:78E6012002367001=560
64912:FEDFED78E6042012=1118
64920:21004006407E0E07=314
64928:FE7020020E707123=698
64936:10F301FEFEED70E6=1355
64944:04C205FDDDE50121=1148
64952:4040010000EDB0E1=775
64960:2201FEC301FC2100=1084
64968:591100400600C5E5=610
64976:06001A772C1310FA=408
64984:E101200009C110EE=714
64992:C92100400609C5E5=757
65000:0600C5E50600CBFE=911
65008:2410FBE101200009=570
65016:C110EFE1C12C10E6=1156
65024:210A400600C5E506=561
65032:0036FF2C10FBE101=854
65040:200009C110EF21EA=756
65048:4F060036FF2C10F8=713
65056:C93EFED0FEE60120=1253
65064:093A03FE3CE60F32=855
65072:03FE3EFBD0FEE601=1450
65080:20093A01FE3DE61F=852
65088:3201FE3EFBD0FEE6=1497
65096:0220093A01FE3CE6=822
65104:1F3201FE3EDFD0FE=1270
65112:E60120093A02FE3D=823
65120:E6073202FE3EBFD0=1191
65128:FEE602C03A02FE3C=1228
65136:E6073202FEC9DDE5=1370
65144:DD214040212E5011=558
```

```
65152:00400600C50E0006=295
65160:001A13FE323FC011=640
65168:10F771DD7100C124=939
65176:DD2310EBDDE1C900=1151
65184:0000000000000000=0
65192:0000000000000000=0
65200:00000000004F4F4F=237
65208:4F4F4F4F4F4F4F4F=632
65216:4F4F4F4F4F4F4F4F=632
65224:4F4F4F4F4F4F4F4F=632
65232:4F4F4F4F4F4F4F4F=632
65240:4F4F4F4F4F4F4F4F=632
65248:4F4F4F4F4F4F4F4F=632
65256:4F4F4F4F4F4F4F4F=632
65264:4F4F4F4F4F4F4F4F=632
65272:4F4F4F4F4F4F4F4F=632
65280:4F4F4F4F4F4F4F4F=632
65288:4F4F4F4F4F4F4F4F=632
65296:4F4F4F4F4F4F4F4F=632
65304:4F4F4F4F4F4F4F4F=632
65312:4F4F4F4F4F4F4F4F=632
65320:4F4F4F4F4F4F4F4F=632
65328:4F4F4F4F4F4F4F4F=632
65336:4F4F4F4F4F4F4F4F=632
65344:4F4F4F4F4F4F4F4F=632
65352:4F4F4F4F4F4F4F4F=632
65360:4F4F4F4F4F4F4F4F=632
65368:4F4F4F4F4F4F4F4F=632
65376:4F4F4F4F4F4F4F4F=632
65384:4F4F4F4F4F4F4F4F=632
65392:4F4F4F4F4F4F4F4F=632
65400:4F4F4F4F4F4F4F4F=632
65408:4F4F4F4F4F4F4F4F=632
65416:4F4F4F4F4F4F4F4F=632
65424:4F4F4F4F4F4F4F4F=632
65432:4F4F4F4F4F4F4F4F=632
65440:4F4F4F4F4F4F4F4F=632
65448:4F4F4F4F4F4F4F4F=632
65456:4F4F4F4F4F506170=684
65464:65723A696E683A20=685
65472:20636F7079636863=777
65480:68726E6F3A020700=586
STOP
```

Continued next issue

TASK FORCE

Once more into the ROM disassembly, dear friends, with *Ian Hoare* to guide you. A wacky roundup of all your programming tips and routines, with his special guest, *David Gorski.*

It gives me great pleasure to say that my special guest this month is **David Gorski**, a professional programmer, with a parcel of subroutines from his famous communications packages. You may find that although you probably have some routines that already do the job, Dave's are smaller and craftier in one way or another.

So let's start straight in with NUMPRES. If entered with an ASCII keypress in the A register (where else) it will return with Carry set if the keypress is numeric, and reset if it isn't. No registers are corrupted.

```
10  NUMPRES:
20          PUSH BC
30          LD   B,A
40          SUB  "0"
50          CP   9+1 ; OR 10!
60          LD   A,B
70          POP  BC
80          RET
```

Of course it doesn't have to be a keypress. You could make a loop to load A with the contents of HL and scan through memory, checking that a string is entirely numeric. The next one checks that A contains a letter.

```
10 ISALPHA:
20          PUSH BC
30          LD   B,A
40          AND  %00100000
50          SUB  "A"
60          CP   26+1
60          LD   A,B
70          POP  BC
80          RET
```

Notice the way lowercase is converted to uppercase before testing. The only difference between them is that upper always has bit 5 set, and lower always has bit 5 reset!

Another of Dave's routines that gets a lot of use is this one to test the difference between two 16 bit numbers. What's clever is that it always returns the difference, no matter which was bigger to begin with. Entered with the two numbers in HL and DE, the result appears in BC.

```
10 TRUEDIFF:
20          PUSH DE
30          PUSH HL
40          PUSH HL
50          AND  A
60          SBC  HL,DE
70          POP  HL
80          JR   NC,TD1
90          EX   DE,HL
100  TD1    AND  A
110         SBC  HL,DE
120         LD   B,H
130         LD   C,L
140         POP  HL
150         POP  DE
160         RET
```

None of these routines so far get input, or give output. So here are a couple of Dave's routines which cover that side of things. The first, called GET_KP, gets a keypress and bungs it in A. That's it. It's invaluable, mainly 'cos it will just wait for ever if it doesn't get any input.

```
10  GET_KP:
20          BIT  5,(IY+1)
30  KP_LP   RES  5,(IY+1)
40          JR   Z,GET_KP
50          LD   A,(IY-50)
60          RET
```

Neat, huh? The next one just prints the A register to the screen at the current co-ordinates. It's called PRINTA.

```
10  PRINTA:
20          PUSH AF
30          LD   A,2
40          CALL 1601H
50          POP  AF
60          RST  16
70          RET
```

That's it from Dave for the time being, but I've got lots more of his routines here and I'll be producing them in the future.

Regular tasker **Richard Alexander** has sent me a whole bunch of new routines, including this rather interesting use of the R (refresh) register to produce a random number snowstorm on the screen.

```
10          ORG  ANY
20   START  LD   HL,16384
30          LD   BC,6144
40   LOOP   LD   A,R
50          LD   (HL),A
60          INC  HL
70          DEC  BC
80          LD   A,B
90          OR   C
100         JR   NZ,LOOP
110         RET
```

I hope you don't mind, Richard, but I've altered your routine a little tiny bit, to make it more effective. In answer to the question in your letter, Richard, the CCF command reverses the Carry flag, so if it's set it resets it!

Okay, that's it. Let me have all your problems and listings at the usual address — Task Force, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. See you next month.

WANTED

This month we'd like a routine for sprites. A multiple sprite routine, big sprite routine . . . it doesn't matter. If you can get characters on screen without messing up the background graphics, you're in! Send your program on tape, with a listing and explanation to: Sprites, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.



MORE FUN THAN A BARREL FULL OF MONKEYS
JACK THE NIPPER... II
IN COCONUT CAPERS
Help! Stop! The country has had enough, no more can it take of the devilish pranks and obnoxious behaviour of darling little Jack. Off to a land where many of your kind were banished long before. Off to Australia Jack you must go!!!
The Daily Rash
Jack the Nipper Banished
Britains most notorious nipper is deported to Australia
Its no fun being cooped up. Maybe there's something down there that fancies being mugged ... bitten ... spat at or pinched. As ever poor Mam and Dad dutifully follow their nauseating little offspring.
GERONIMO
"I don't like your stinking climate anyway you *cough!*splutter...igs. There's plenty of places just waiting for me. Ha!" bluffed Jack defiantly.
On the ground, in the air, you can't keep a mischief maker out of trouble and with all those pretty air hostesses around ... well what do you expect
POSTER OFFER
Capture the full excitement of Jack and his jungle capers with this super full colour wall poster. Only 99p post and packing included. Order form in the game.
GREMLIN
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: (0742) 753423
Screenshots from Spectrum version
CBM 64/128
Cassette £9.99 Disk £14.99
SPECTRUM 48/128K
Cassette £7.99
AMSTRAD
Cassette £9.99 Disk £14.99

YOUR SINCLAIR MEGAGAME

SLAP FIGHT

Imagine/£7.95

Mike Imagine has gone careering into the arcades and emerged clutching the rights to Taito's *Slap Fight*, a game that'll be a slap in the face to all those Commodore owners who say the Speccy can't produce the really smooth-scrolling shoot-'em ups that their own favourite machine has got coming out of its portholes.

You are the pilot of the Slapfighter, which sounds a bit limp-wristed to me, but there's nothing limp-wristed about the action as you try to "destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac." Well that's what it says here, and for once it happens to be true.

You'll need a Kempston, Sinclair or Cursor joystick, because although you can use the keyboard and redefine it to suit yourself, anyone who wants to try controlling eight way movement plus two other keys is welcome to have a go, but when your fingers drop off please don't send them to us.

The surface of the planet Orac scrolls down the screen at you, and you can move in all directions but at first you can only fire a few blasts forward. The Orac nasties have the advantage of you there, as they can fire in all directions when they appear on the screen — and believe me, they will. Some of the missiles they send out are of the homing variety, so you've got to keep moving and try and out-dodge them. When you zap your first Orac heavy, those of you with your eyes open will notice that it turns into a star. This brings us to the eight headings that go down the side of the screen.

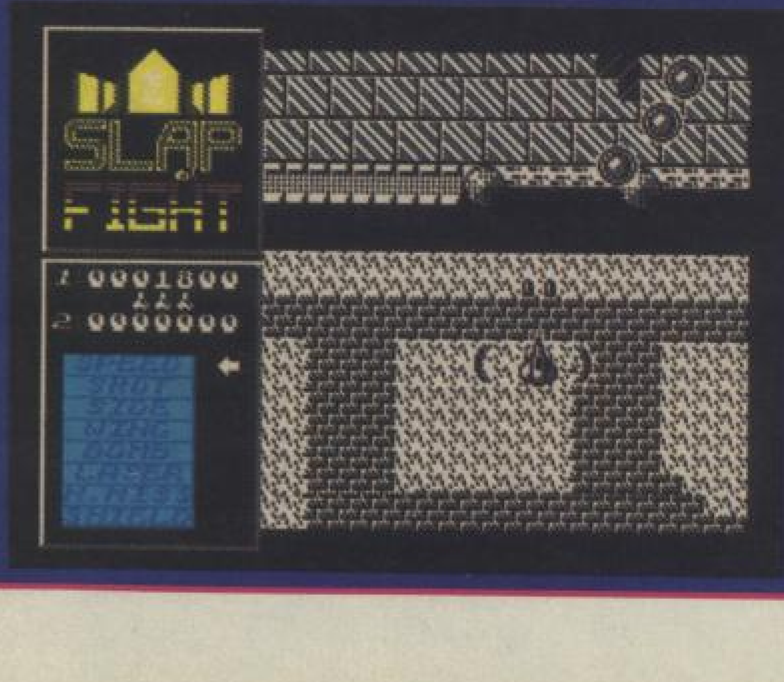
The eight headings cover extra add-ons that you can earn for your Slapfighter, and once you've flown over a star then a marker appears against the first word, SPEED. Choose this by pressing the space bar and you increase your speed by five times. If you don't choose it then the next time you fly over a star the marker moves down a notch to SHOT, and so on through SIDE, WING, BOMB, LAZER, HOMING MISSILES and SHIELD. Once you've chosen your extra thingy, the marker disappears and then starts over again going round and round for ever more.

That's the basics, and you can work out what most of the add-ons are, so how about the game? Well, fast isn't the word. Furious, maybe that's the word. Frantic and fantastic, they're also pretty good words. One word I can't use in a respectable magazine like *YS* is the one I'd use to describe the aliens. They appear slowly at first, then in larger numbers, and they can spit missiles back at you even as they're about to disappear off the foot of the screen, and these missiles can be homing ones — oooh, I got really cross.

The game really becomes a fast-zap once you've got your homing missiles, as they even up the odds a little bit, and as you get further into the Orac defences the variety of aliens change, and you even get some ginormous ones which seem to ignore conventional shots and I haven't yet worked out whether they need to be seen off with lasers or bombs. But when you get this far, and you get parted from one of your five lives, you resume playing on the same screen but lose all your add-ons. Boo-hoo, I thought, as my precious homing-missiles bit the dust, leaving me surrounded by mobs of very heavy nasties.

There are a few complaints, which I suppose is natural otherwise no-one would believe you when you said how great the game was. One you can't really blame Imagine for, is that the Spectrum desperately needs a space bar you can whack when you've got the option you want all ready to be chosen, as my own old rubbery space key didn't exactly give the instant response that you need. I even tried putting the machine on the floor and operating SPACE with my big toe (stop sniggering!) but that wasn't a total success.

The other problem is that it's often hard to pick out the enemy missiles against the very detailed background, and you suddenly find yourself disintegrating for no apparent reason. But I suppose it all adds to the fun and the amount of cursing that goes on — and one or two players can swear at *Slap Fight*. All I can swear is that if you buy it you won't regret it.



YS CLAPOMETER

A zappin', rappin' fast-moving shoot 'em up. One of the best I've seen, and I've seen lots!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

PNEUMATIC HAMMERS

Firebird/£1.99

Rachael Can't think why they gave this to me unless it's because of my naturally bouncy... personality. Anyhow, it takes a bit of resilience to rebound when you're presented with a crusher like this.

The game's mine, but that doesn't mean that I want it, because this is the underground sort of mine where they tunnel for gold with automatic hammers. There's almost everything in this place, including metal detectors and a smelting plant, but the one thing they could do with is a handle to shut it all down, so guess what you've got to do...

To construct the handle you have to dig gold — and I sure dig it but in rings and things, not games like this. It took me an age to work out what I was doing as this is yet another Firebird game where the cramped inlay card makes the instructions indecipherable.

Seems that the basic procedure is to get out of the



lift as you drop from the roof, using a hand/pointer to switch on the furnace and thermostat, and pick up a metal detector. Then you descend to the basement to play a game of turtle bridge beneath the pneumatic hammers.

Once you're across at the rock face you can move the hand around listening to the detector buzz until you locate an ingot, which seems to be a chance affair, even with the audible aid. Then you weigh it to determine its purity and if it's okay you can start making a pile by the furnace until you're ready to melt it all down. Beware of rock slides though, because they'll cause you to lose everything that you're not carrying.

I suspect there was once a good game in here, and in its other versions it could be a very different, rather frantic, romp. But the Spectrum conversion is so bad as to be almost unplayable. In the end the only 'off' handle I wanted was for my Spectrum!

YS CLAPOMETER

Even in the realms of the budget there are better buys than this manic miner. An original concept spoilt by its execution.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■□□□□□□
VALUE FOR MONEY	■■■■□□□□□□
ADDICTIVENESS	■■■□□□□□□□

TOTAL 4

GALLETRON

Bulldog/£1.99

Tony W Here we go again! Another arcade adventure from Bulldog, and yet another race of warmongering aliens (are there any other kind?) This lot, a race called the Aarls, have been more than a little naughty and have gone and invaded parts they shouldn't have. They've packed their spaceships, erected defences and generally invaded the areas of No Man's Land, just beyond the peaceful planet of Galletron. Of course the brave Galletronians are not going to take this intrusion lying down, so they send for a brave volunteer to go out there and give the Aarls a taste of hot laser fire.

Your mission, as the unfortunate 'volunteer', is to infiltrate a series of planets overrun by the aliens and destroy a vital communications dish on each one. Pitted against you are the alien sentry droids — and there are more of these on every planet, so things tend to hot up after a while. Reach the final planet and you're confronted by the aliens' central control dish. If you destroy this your mission is complete, and it's cream cakes all round. Your Tiegyr Mk III Surface Skimmer needs regular repairs and fuel boosts, but luckily supplies can be found on the planet surface.



Galletron reminds me a little of *Colony* in set-up and style, but it has none of that game's neatness. The main playing screen depicts a view of the planet surface in forced 3D perspective, all in monotones to avoid colour clash, but the play area still looks messy. In fact the gameplay's in quite a mess as well. All too often the skimmer gets caught up in a tangle of graphics with no way to escape without quitting. There's also a massive bug which shows itself early on. To destroy every sentry on a level just stand still and blast away at the same alien until the sentry total reaches zero. This leaves the rest of the area safe to explore.

The game's also far too easy to complete. I finished it off on my third go — not a lot of long term addictiveness there! Together with a terrible collison detector, a lack of depth and some very jerky animation, I'd say this must be Bulldog's weakest release so far. Come on, lads, you can do better than this.

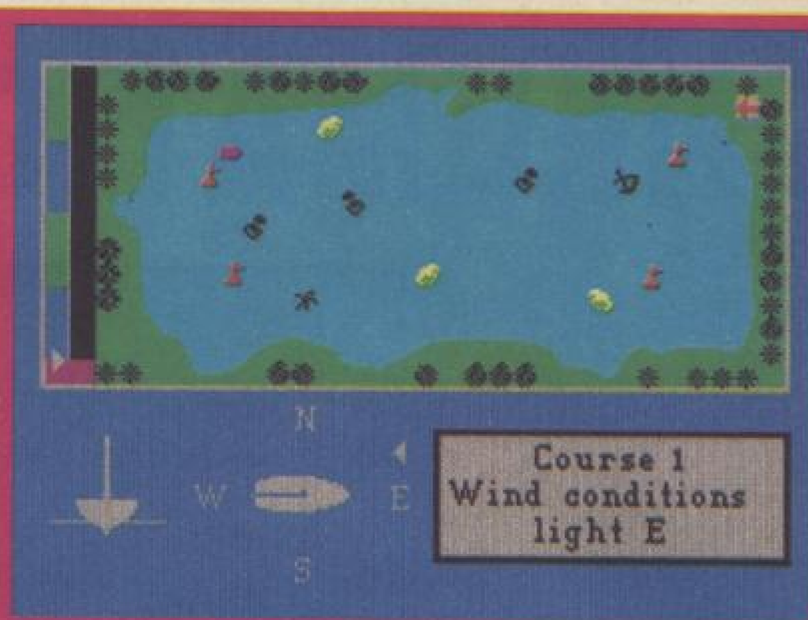
YS CLAPOMETER

Far-from-addictive arcade adventure that's not up to the Bulldog label's usual standards.

GRAPHICS	■■■■■□□□□□
PLAYABILITY	■■■■■□□□□□
VALUE FOR MONEY	■■■■□□□□□□
ADDICTIVENESS	■■■■□□□□□□

TOTAL 5

OCEAN RACER



Alternative/£1.99

Rick Well, shiver me timbers, me hearties, here's a rum game from Alternative. Play it in the bath for added atmosphere, 'cos *Ocean Racer* is a sailing simulation that brings the thrills and spills of Cowes Week onto your Speccy.

You're given five courses of varying difficulty to sail around. There's a simple circuit where you sail round in a circle, going up to wiggly woggly courses of the most incredible difficulty that you almost end up sailing up your own stern! The cassette inlay has a map of your course, with all the hazards that you have to sail round clearly marked, and this may give you some help, but don't count on it.

Each course shares the same basic elements. You're the purple boat, and the computer oppo is the black one — called, funnily enough, the Black Streak. However, you don't have to compete against each other — it's tough enough just learning how to sail your yacht properly, let alone having to cope with racing. As you sail round the course, following the chart either on screen or on the inlay card, you must sail round red buoys clockwise and round blue buoys t'other way, avoiding the hazards in your path.

On screen, in simple but clear graphics, are your actual and optimum speeds, wind direction and strength, and the view from the front of the boat. Helpful messages like 'You have run aground' flash up occasionally.

All of this is enough to make even the most seaworthy old tar seasick, but there's more. You've got to master the rudder, sails and the balance of the boat too, combining them all so that you get optimum travel out of your tub. The game menus let you mix up any combination of the three, in or out of competition, giving you six levels to operate on.

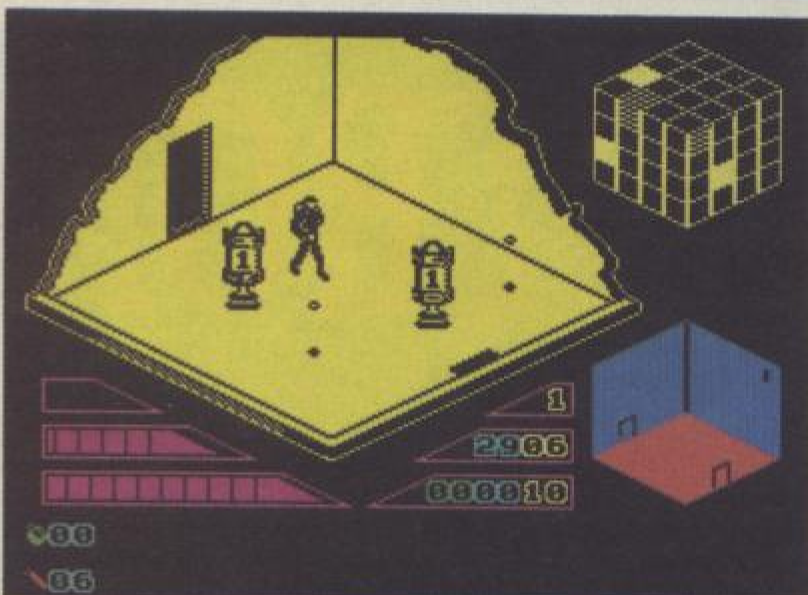
All good, clean fun, but a smidgin too involved for me. There's quite a lot to get your head round, and you may find you'd rather just get on-board and sail away, which you can't do with this game. Not bad for the price, though, so splice the mainbrace Jim-lad, we're off on the ocean wave.

YS CLAPOMETER

Not a bad little seaside sailing simulation, especially at the price.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■□□□□□

TOTAL 6



TRIAXOS

39 Steps/£8.99

Cliff If you can imagine a game that's a cross between *Mission Impossible* and Lionel Richie's 'Dancing on the Ceiling' video, then you might just come up with *Triaxos*.

Triaxos is a space station cum high-security prison where the one man who can activate the galaxy's most powerful weapon is being held. Your mission, should you choose to accept it, is to penetrate Triaxos, locate the prisoner, and bring him out alive — before the mind-probe that's on its way arrives to turn his brain into jelly. You're playing against the clock, with a thirty minute time counter ticking away on screen. The mind-probe docks at the station ten minutes into the game so that means you've also got to locate the four parts of the special probe-laser so that you can destroy the probe too (I think it's gonna be one of those days...)

Of course, no self-respecting prison would be complete without a collection of droids to guard the place and zap any intruders, so you'll need to keep your finger on the trigger and defend yourself from attack. The droids on the early levels are fairly slow and easy to avoid, but they do get deadlier the further into the station you get. Fortunately there's a conveniently placed Cloning Booth which can provide you with extra lives, as well as the odd grenade and supplies of high-explosives that are scattered around the place.

A three-dimensional display in one corner of the screen shows your position within the station, but what complicates things are the Face Lifts. No, I'm not talking about Liz Taylor — these Face Lifts are located in certain rooms and can change the direction of gravity so that the floor becomes a wall, walls become floors and ceilings and existing doorways become potentially deadly trapdoors.

The change in gravity does have its advantages, though. If you want to go down to the next floor and there's no way down you can just drop a grenade and blow a hole in the floor. Then you find a Lift, rotate gravity, and all of a sudden the room downstairs becomes the room next door.

Triaxos isn't exactly the world's fastest shoot 'em up, but then the 39 Steps label was set up by Ariolasoft for games with more of a strategy slant, so that's to be expected. It's more of a puzzle really, with a bit of zapping thrown in for variety, but while the gravity switching device is quite novel it's not enough to put *Triaxos* in the megagame league.

YS CLAPOMETER

More 3D mapping-and-zapping with a couple of neat touches, but mainly it's business as usual.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■□□□□

TOTAL 6

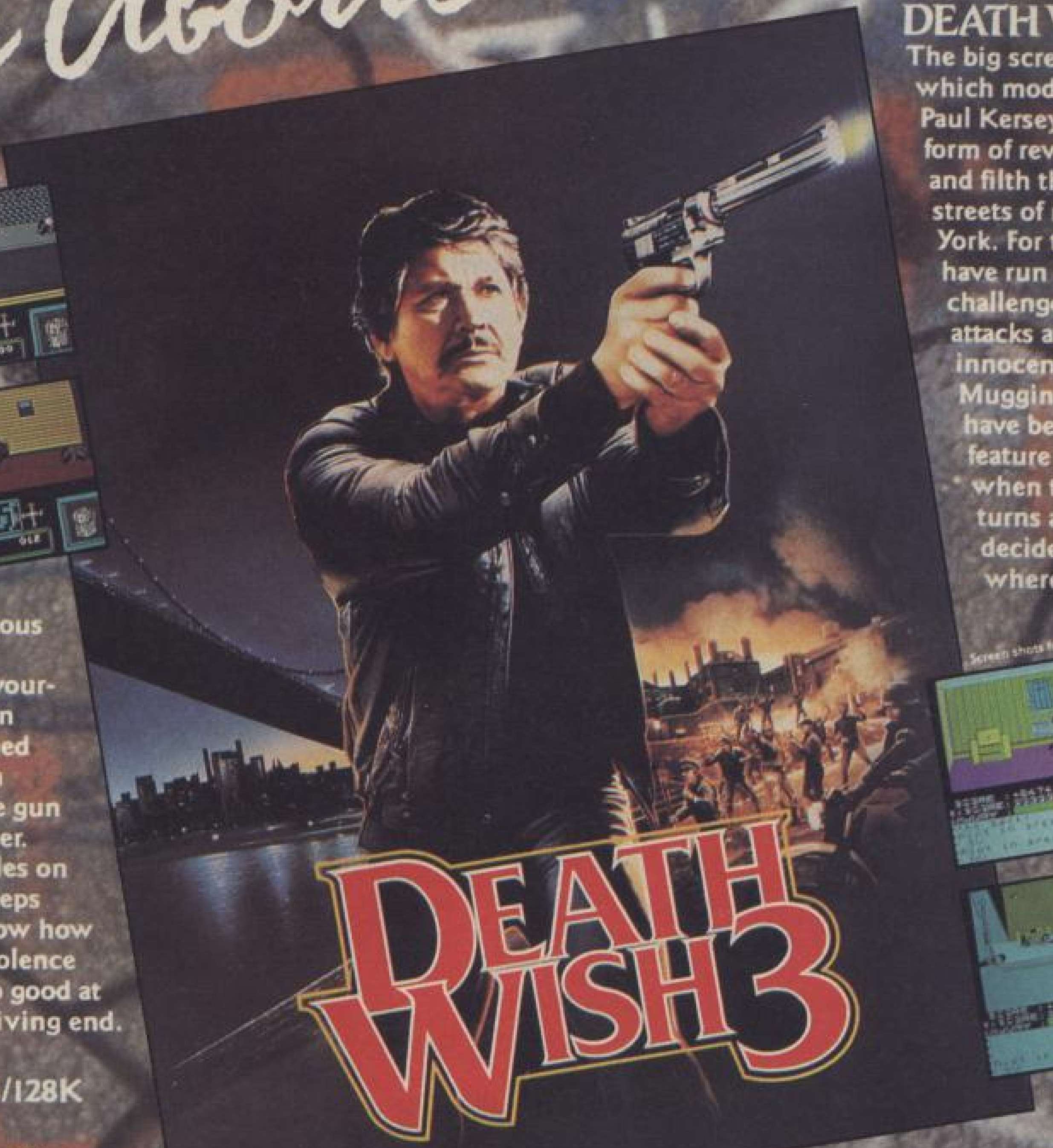
New York's Scum Are About To Take Over

DEATH WISH 3 ....

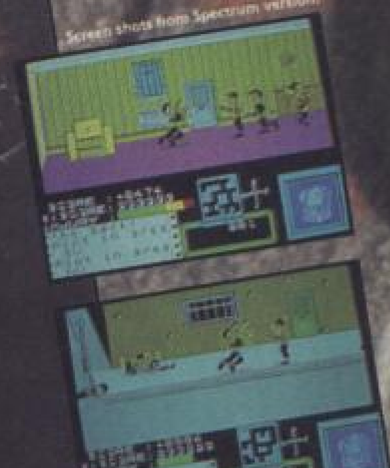
The big screen classic, in which modern day vigilante Paul Kersey wreaks his own form of revenge on the scum and filth that terrorise the streets of modern day New York. For too long the gangs have run wild, unchallenged in their peverted attacks and violations of innocent citizens. Muggings and robberies have become a daily feature of city life. So when the chief of police turns a blind eye you decide to take over where the law left off.

Screen shots from Commodore version.





Screen shots from Spectrum version.



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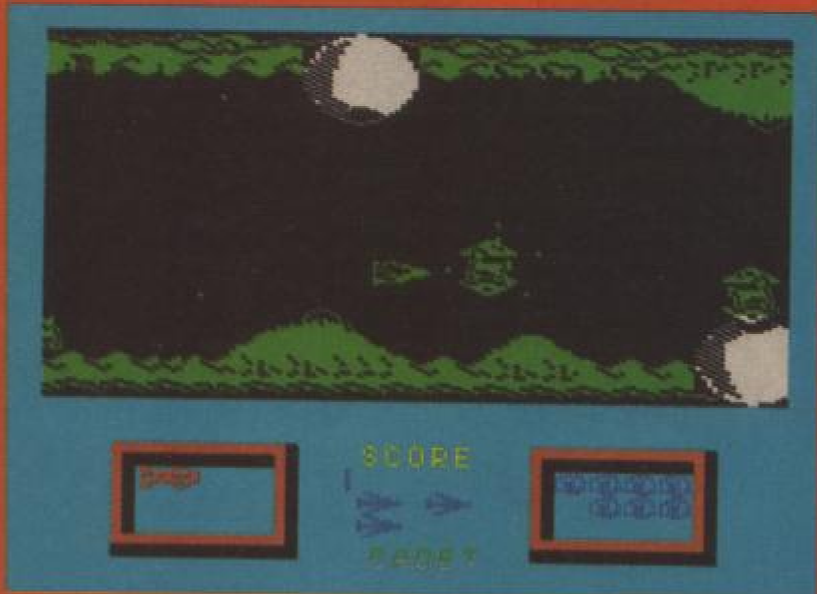
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GREMLIN



CHALLENGE OF THE GOBOTS

Reaktor/£8.99

Phil The scene is the far distant mining planet of Moebius, where the Evil Gog is ripping off the minerals and preparing to mobilise his turtle-waxed demons of death, his mighty killer Robots, in a mission to turn the Earth into a greasy stain on the garage floor of the Galaxy. He'll succeed unless you, at the helm of the last Gobot, Leader 1, can blow 'em up before they can get into first gear.

A shade better than your average licence deal, *Gobots* is a horizontal scrolling shoot 'em up in the *Defender* mould, and of its sort it's exceedingly fast and zappy. You fly Leader 1 over the surface of the planet, shooting the BadBots and picking up scooters to bomb their bases with . . . Scooters? Yep, that's right, but not the sort you stand on and push with your foot. No, these are clones of Scooter the Gobot that, for no good reason, have been scattered randomly around the planet surface. You have no ready source of ammo to lob at the oil-dribbling hordes, so you must use what comes to hand.

Flying is a bit of a game in itself, as one of the unique features of Moebius is that as well as having the usual ground under your feet, you have a 50% bonus layer of it over your head! So in order to stay airborne you have to counteract the gravitational pull from above *and* below to stay in control of your plane. Add to that the fact that Leader 1 seems to have only two speeds, Really Fast and Completely Stopped, and you've got enough to contend with before you've even started trying to shoot things!

I must say I found *Gobots* very tough going. The speed of the thing is quite frightening, and you really do have to put in some time just learning how to fly and walk.

Minor niggles included the colouring of the game, which for the most part was green, light blue, yellow and white. (Hooargh!) Not the most easy-on-the-eyes combo I've ever seen, and while it's just a bit hard to make out on our colour set, it'd be virtually invisible on a black and white telly! The other thing was the speed. If you like a real challenge then you'll love the speed of the game, real skin of the teeth stuff. But if you like a fighting chance then *Gobots* can be just one death after another, which can be a little bit demoralising.

Still, all this complaining aside, *Gobots* is a skillful player's shoot 'em up and, combined with the tape of music and computerised short story which are part of the package, is really good value.

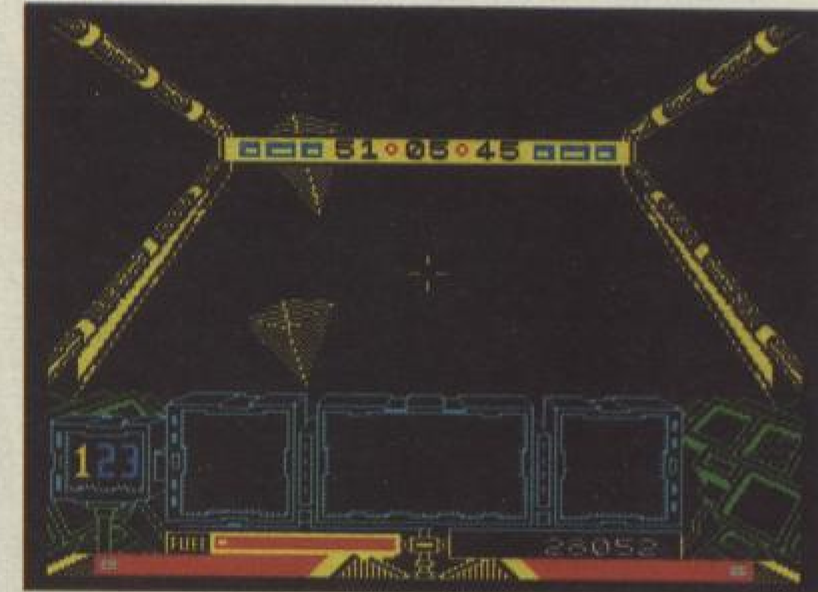
YS CLAPOMETER

Very fast. Definitely one for the seasoned shoot 'em up fan. Shame about the colours, though.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

STAR FOX



Ariolasoft/£8.99

Richard *Starfox* is another of those games which looks familiar the first time you load it in, even though you've never actually seen this particular program before.

You're the gallant defender of your star system. You have to do battle with the nasty aliens and their swarms of spacecraft. At the beginning of the game, you find yourself piloting the Starfox, armed with a Laser Mark 1. As you destroy successive waves of enemy ships, you'll be able to travel to friendly planets, land on the motherships you'll find there and upgrade your weapons systems. But as you upgrade your weapons, the enemy picks up what you've thrown away, so the tougher your weapons are, the better armed the enemy is as well and there are lots of the little stinkers.

The screen is effectively your cockpit. The top two thirds show your forward view-screens, while along the bottom you have your rear screens. Both sets of screens show you a very nice selection of stars, and there are no surprises here — little white dots. Scattered about in various places you have gauges and readouts and such like, although with the screen in black and white as it is, it took me quite a while before I realised where half the displays were, and even longer before I got the hang of what they were showing me.

There are also various bits and bobs you can call up at will, including a holographic display of the galaxy, instruments which locate enemy convoys, auto-pilot . . . The instruction manual tells you what everything does, but I'd have liked a little more explanation on some of them.

Unfortunately for Ariolasoft, *Starfox* is automatically going to be compared to *Elite*. Nor do the designs of enemy craft help much — one at least looks the spitting image of the large dart shaped transport thingies that are such a joy to turn into colanders in *Elite*. But, as yet, I can't really say whether *Starfox* measures up to its more illustrious predecessor, although I'm inclined to say it doesn't.

So far, my progress as hero of the universe hasn't been conspicuous by any sort of success. I haven't hit a single thing yet! Maybe I'm just not up to it, but the enemy craft seem to appear almost at random and disappear at will. No matter how hard I try, tracking them is an impossible task.

Not, so far, the most satisfying of games. I have no doubt that there are *Your Sinclair* readers out there who will take to it like the proverbial ducks to water, but I have to admit that *Starfox* is not to my taste. Some how I just couldn't get into this one no matter how hard I tried.

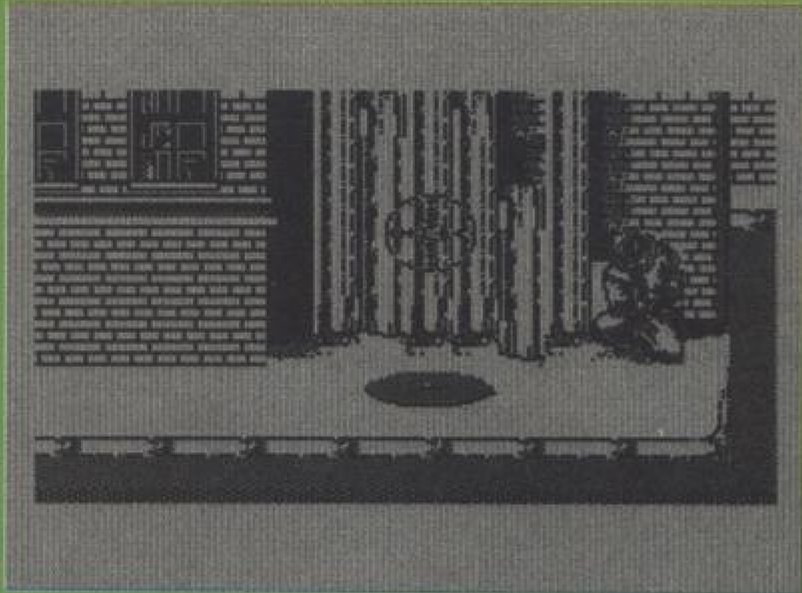
YS CLAPOMETER

Disappointing Elite-ish game camouflaged with a wacky little plot that's largely irrelevant. Seems very slow.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■□□□□□
ADDICTIVENESS	■■■■■□□□□□

TOTAL 6

PROHIBITION



Infogrames/£9.95

Tony Hi there. You may know me. The name's Sprog, Sam Sprog. Okay, so you don't know me, but that's not important right now. What's important is that *they* are after me. No, not the Inland Revenue, but — the Mob. They're everywhere, and — wait a minute, who's that at the window? . . . BANG! . . . Aaargh! Caught in my prime by an . . . uhhrrr.

Poor guy, caught in his prime by an uhhrrr, and just as he was about to tell you all about Infogrames' new shoot 'em up, *Prohibition*. The idea's this — you control a gunsight which has to be manoeuvred across several run-down Chicago tenements to pick up and despatch a gangland killer who's trying to do the same to you. It's hard — first you have to find the critter, and you only get a few seconds to do it. But all is not lost, as you can reach the required block (usually made up of two columns of five or six windows) before the clock starts. If you don't find him in time, rest assured that he'll find you. And it's not just a case of find the window and blast the bad guy, oh no. They don't just fire out of windows — they fire from the rooftops, the fire escapes, the attics, the basement grills, from the street and even from under manhole covers!

The graphics are black on white, although the pavement is pink(?) Everything's very well defined, and if the scrolling's a little jerky, it doesn't detract much from the gameplay. I also like the way that the baddies, when killed, either slump forward or get blown backwards. And whenever you fire a shot, the sights move slightly off target, as they would in real life. One gripe is that there's barely any sound, and the music's nonexistent. And the gameplay definitely reminds me of an arcade game that did the rounds a while back. In all, though, it's an entertaining enough reaction test from those clever chappies across the channel. Hang on, who's that in the window? It's our Ed! What's she doing up . . . BANG! . . . oh, that's what she was doing. Caught in my prime by an . . . uhhrrr!

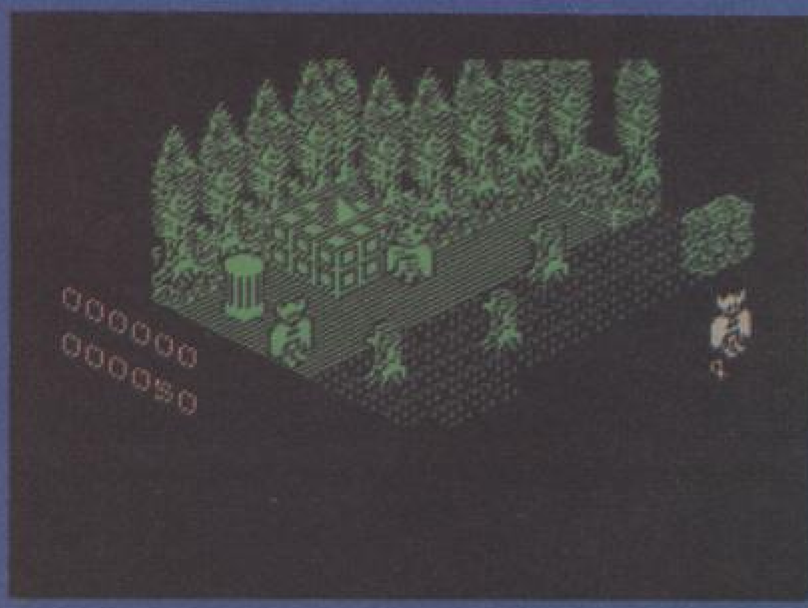
YS CLAPOMETER

A good fast shoot 'em up in the Cop Out format. If you like target games, this one's a must for your collection.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

WOLFAN



Bulldog/£2.99

Marcus More Filmation fun, this time from Mastertronic's canine label. Fortunately, though, this one ain't no dog. In fact it's a best of breed. Top breeders recommend it. (*Shaddup you stupid breeder. Japanese Ed.*)

Charles Bystram's game is more in the *Fairlight* mould than *Batman* or *Knightlore*, although with a wolf as the hero, there are definite echoes of the old Ultimate classic. In a land where nameless evil holds sway and the very bunny rabbits do plot unholy death and carnage, here must ye go forth unto mortal combat with the Nasty One. It's never really explained why ye must, but I'm sure it's all for the best — your enemy calls himself the Wizard With No Name and eats only spaghetti. His kingdom is peopled by strange ungodly beasts who all naturally attack on the slightest provocation, and often less.

So what this all comes down to is you, Wolfan, wandering around a large number of screens trying to survive. This can be a fair old task, as most monsters fight, pick up objects, trade one object for another, speak, hear, use objects and chase you from screen to screen — and they're stronger than you as well.

You too can pick up and use objects, but the real puzzle lies in working out how to approach and neutralize each monster. By pressing S you invite your opponent to speak — some can then be recruited, while others can be bribed with things you're carrying.

Others, of course, will tell you to bog off, and these will have to be killed — a problem if you have nothing explosive to drop on them. Occasionally you can lure them down deep mineshafts, but then anything they're carrying is lost forever, which may make the game impossible to complete. Until you've found yourself a weapon to club monsters into oblivion, it's very hard to get anywhere, in fact. You have four choices of starting point — one (and I won't tell you which — snigger) makes the game more than a mite easier.

Graphically, as you can see, we have an almost entirely accurate *Fairlight* clone, but if I'm not mistaken, *Wolfan* is actually a touch faster. Not having got very far yet (sorry, smuggies) I can't tell you how huge the playing area is — my guess is that it's unlikely to give you quite the challenge that its predecessors might have done. Still, the keyboard control is one of the best I've used on a game (much easier than joystick), and although initially very hard, I'd imagine it's fairly easy to finish. As regular readers will know, I'm a dismal sucker for games like this, but this is a goodie, and at £2.99, a real bargain. I'm sure the *Tipshop* (and the *Clinic*) will be trading in *Wolfan* tips and teasers for a good few months to come. Map, anyone?

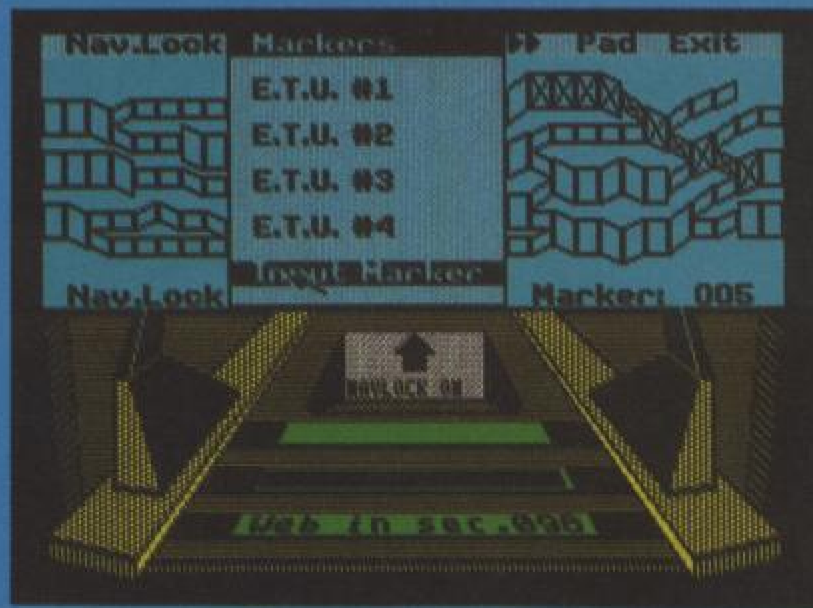
YS CLAPOMETER

Entertaining and user-friendly* Fairlight *clone that should keep the wolf from Bulldog's door.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

MICRONAUT ONE



Nexus/£7.95

Rachael Astronauts swing their thing in space, aquanauts do it under water but micronauts . . .?

The naughty 'nauts roam the tunnels which run through the organic, artificial brains of the biocomputers. And there's one very good reason for venturing into the grey matter of the galaxy — bugs! Not the sort of things that make a shoot 'em up crash every time you pass a zillion points . . . I mean real yucky nasties which hatch into grubs before growing into jellyflies.

Jellyflies? Well, only if you throw it. If you zap it, it vanishes, which stops it spinning a web across the tunnels and laying eggs which hatch into more larvae and — you guessed it! Isn't nature wonderful in the way that it adapts to produce a parasite capable of living on the very highest tech level?

These parasites go by the name of the Scrim and are descended from fruit flies. Their presence is far more than mere irritation because, for all the wonderful bio-engineering, the computers are highly unstable and the presence of impenetrable webs makes maintenance difficult, if not downright impossible.

You can't just leave the biocomputer running or it'll overheat faster than a Commodore power supply. What you've got to do is reach one of the four Energy Transfer Units and either drain off or pump back some power. This means you're going to be a busy little micronaut, with bugs to kill and systems to stablize.

How nice to have a game where the scenario makes some sort of sci-fi sense, but then again, Pete (*Tau Ceti*) Cooke has always been one for the credible plot. He's also a fine programmer, which means that your race round the passage is in just about the fastest, smoothest vector 3D seen on the Speccy.

The three stages of the nasties are well animated too. I particularly liked — or rather, I particularly didn't like — the crawling, maggot-like larvae. Definitely yucky! And be prepared for a top speed chase if you encounter a jellyfly. There are also roaming service droids — at least, I think that's what they are — which get in your way unless you zap them.

The game's other elegant feature is its use of menu control complete with windows. You reach the options bar by pressing Break at any time during the game, and that's where the fun really starts.

Your ship contains a lot of helpful devices, first and foremost of which is a map of the tunnels. But this is more than an A to Z of the bio-brainbox. You can ask it to display a course to a sector, or perhaps one of the ETUs, and then an arrow on the control screen will indicate which way to go.

There's also an ETU panel which lets you see the state of each of the Energy units, though impending overloads are also indicated by a scrolling message on the dashboard. You stabilize the ETU that you're docked with from this screen. Add to this a quick introduction to the Scrim — a sort of instant know-your-enemy guide — and a notepad for jotting down where potential hazards lie and you're all set for a deadly time.

The game's greatest failing is killing things. It's too hard! Instead of a laser, plasma cannon or photon-blaster, your ship's equipped with a Van Der Graaf Generator.

Unluckily this particular piece of kit puts a heavy drain on your power supply, and before you can say Mallory you'll be searching for an ETU to drain or perhaps a floating cloud of energy. The problem is that it takes several shots to zap even the vulnerable larvae, and despite the aid of a targetting computer, the damn things wouldn't die before my batteries did.

I'm not sure whether this isn't a bit too tricky, but I'll give it the benefit of the doubt, because if you can beat the bugs on one level you head up to higher things, a greater menace and an even bigger brain . . . which is probably called Rachael!

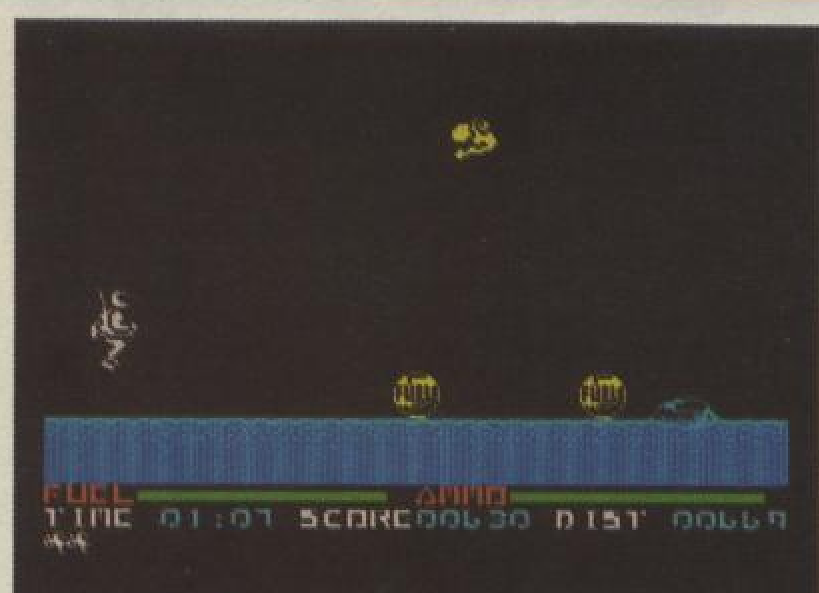
YS CLAPOMETER

Fast maze and shooting game with incredible graphics and a great plot, but rather too difficult for comfort!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 8

SUPER G-MAN



Code Masters/£1.99

Richard Wow, I thought when the Ed handed me this package, *Super G-Man*! Tommy guns, Edward G Robinson, but nooo, this little item has nothing whatsoever to do with J Edgar Hoover and his boys — this one's all about a funny little guy in a spacesuit zipping around a planetary surface, zapping ugly aliens with his laser and squatting on fuel tanks every so often.

Okay, what's this one got in it? Well, there's a jet pack strapped on the back of this little guy in a spacesuit, and he's got a laser as well. He has to get through lots of different scrolling screens while avoiding the space mines and any sharp outcroppings of rock which might puncture his suit. Coming after him are these little weeblie aliens which buzz about and which he has to zap, and then there's the teleport booths which can zip him from A to B or sometimes even as far as C, and every so often there are fuel or ammo caches which he can pick up, and that's sort of it.

There is a plot, but it's so simplistic it's largely irrelevant. What you have to do is the only thing that matters, and why you have to do it you can work on later.

What it boils down to is a cross between *Scramble* and *Jet Pack*, with a touch of *Lunar Lander* thrown in for free. It's slow, it's graphically uninteresting, it's old fashioned, but what the heck, it's also addictive — mildly. It's one of those games you keep on saying you'll stop after this go, but, somehow, you never quite get around to switching it off and loading up something else.

YS CLAPOMETER

Cheap and cheerful* Jet Pack *style game. Nothing new here, but worth the pennies — just.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 5

COMPO WINNERS

Keep Your Nuts Jungle Fresh Compo

Aaaaarrrggghhhh! It's me, Tarzan, swinging in to tell you the results of the fabby compo in the February issue. The winner gets a Sony Walkman radio and a copy of Martech's game, and the twenty runners up get a copy of Tarzan.

Winner: Harold Walters of Rhondda, Mid Glamorgan.

Runners up: Leslie Tombs of Glasgow, Scotland; Adrian Smith of Luton, Beds; Alastair Dutton of Putney, London; Neil Bailey of Long Eaton, Notts; Andrew Lea of Ormskirk, Lancs; A Sharp of Northampton, Northants; Chris Stanford of Northallerton, N Yorks; Simon Kinder of Huddersfield, W Yorks; Mark Docherty of Ormskirk, Lancs; Steven Binnie of Edinburgh, Scotland; Amedeo Bruni of Ancona, Italy; Darren Crook of Luton, Beds; Ian Thrustle of Doncaster, S Yorks; Saurav Sarkar of Wanstead, London; John Hughes of Longlevens, Gloucester; Mark Williams of Swavesey, Cambridge; A Swankie of Motherwell, Lanarkshire; M Rimell of Nailsworth, Gloucester; Andrew Stedman of Bordon, Hampshire; Paul Russell of Hailsham, E Sussex; James Herbert of Carmarthen, S Wales.



A REALLY DREDD-FUL COMPO

Okay, perp, stand right where you are. Judge Dredd here, bringing you the results of the *YS*/ Melbourne House Compo from the February issue. Don't ever say those zarjaz people never give you anything – the first three correct entries out of the bag get a Judge Dredd T-shirt, role-playing game, the 1987 Judge Dredd annual, a badge and a copy of the *Judge Dredd* Speccy game. The 15 runners up get a copy of the game too.

Winners: Stephen Oldfield of Lytham St Annes, Lancs; Sheena Murphy of Swindon, Wilts; Heikki Kulta of Pori, Finland.

Runners up: Richard Parker of Lampeter, Wales; Stephen Laine of Reading, Berks; Matthew West of Sutton, Surrey; Sam Johnson of Preston, Lancs; Ian Sloman of Tiverton, Devon; Stewart Holmes of Great Barr, Birmingham; Paul Rees of Llandaff North, Cardiff; Jose Candedo of Vigo, Spain; Stephen Doody of Walsall, W. Midlands; D Cumberland of Ashington, Northumberland; Alan Back of Bakewell, Derbyshire; F Beilby of Doncaster, S Yorks; Fotis Fotinakis of Brighton, E Sussex; David Smith of Stockport, Cheshire; Mark Morton of Wavertree, Liverpool.

Bathtime's More Fun With A Rubber Duck Compo

Quack! Quack! Remember our rubber duck *Frontlines* Compo in the February issue? The prizes were ten copies of Activision's quackers game *Howard The Duck*, plus ten rubber ducks to make your bathtime more fun. The answer we were looking for was *Uncle Scrooge*, and these ten people got it right.

Michael Taylor of Lever, Bolton; Alan Campbell of Cheltenham, Glos; Gary Donnelly of West Swindon, Wilts; Barrie Williams of Rickmansworth, Herts; Philip House of Bolton, Lancs; Ian Richardson of Kidderminster, Worcs; Mark Byrnes of Kilburn, London; Daniel Larson of Twickenham, Middlesex; Martin Nicholas of Estover, Plymouth; John Ayres of London.

Monty Mole Compo

Well, are moles blind or deaf? That's the question we asked in the March *Frontlines* Compo. The first six people who told us that moles were blind get a set of five pictures of Monty on his travels round Europe. And the first six were:

Andrew Newton of Harrogate, N Yorks; Paul Taylor of Southampton, Hants; Gavin Hudson of Northallerton, N Yorks; K Morton of Prestwick, Scotland; D Hosgood of North Harrow, Middlesex; Jon Sendel of Jordanthorpe, Sheffield.

Big 'n' Butch Compo

Worralot of hunks you all are! Loads and loads of you proved you were big 'n' butch by entering the compo in the February issue of *YS*. The prizes on offer were 50 copies of US Gold's muscle-flexing game *He-Man And The Masters Of The Universe,* and they're on their way to:

Marc Robinson of Carlisle, Cumbria; Kenneth Jackson of Edinburgh, Scotland; Alan Cosh of Paisley, Renfrewshire; Stephen Hollings of Hitchin, Herts; Tarik Majeed of Acton, London; John Hegarty of Mayfield, Dalkeith; Stefan Jensen of Falnn, Sweden; Alexander Kerr of Salisbury, Wilts; T Ferguson of Northallerton, N Yorks; Khalid Jamil of Dollis Hill, London; Nicholas Clark of London; Martin Pigott of Gillingham, Kent; Tarini Singh of Harrow, Middlesex; Mark Warner of Bristol, Avon; P Rowland of Brentford, Middlesex; R Mason of Portsmouth, Hants; Ryan Pearce of Yeovil, Somerset; Trevor Wright of Melton Mowbray, Leics; Kenneth Banks of Glasgow, Scotland; S Bridges of Machen, Gwent; Owen Orr of Downpatrick, N Ireland; Nick Wrightson of Keighley, W Yorks; Kenneth Thomson of Paisley, Scotland; Derek Tate of Great Yarmouth, Norfolk; Stephen Markham of Middlesborough, Cleveland; Darren Mortimer of Banbury, Oxon; Mark Davies of Haverfordwest, Dyfed; Ryan Lavelle of Bridgwater, Somerset; Darren Green of Washington, Tyne and Wear; Anthony Johnson of Willesden Green, London; Andrew Kerrigan of Cannock, Staffs; Andrew Ramsey of Newcastle upon Tyne; Robert Onnerdal of Jonaker, Sweden; Mark Gaches of High Wycombe, Bucks; Darren Kitchen of Spalding, Lincs; Edward Hoskin of Cambridge; G Macmillan of BFPO 22, W Germany; J Marston of Wimborne, Dorset; S Higgins of Wadebridge, Cornwall; Roy Wilson of Pudsey, W Yorks; Kaz Rudys of Bury, Lancs; Jason Gooch of Doncaster, S Yorks; Michael Price of Pontypridd, Mid Glamorgan; Stephen Sayer of Higham Ferrers, Northants; Peter Corne of Streatham, London; Darren Nute of Portsmouth, Hants; Carl Hitchcock of Gosport, Hants; Sheena Murphy of Swindon, Wilts; Hamish Primrose of Strathaven, Scotland; David Sallis of Wirral, Merseyside.

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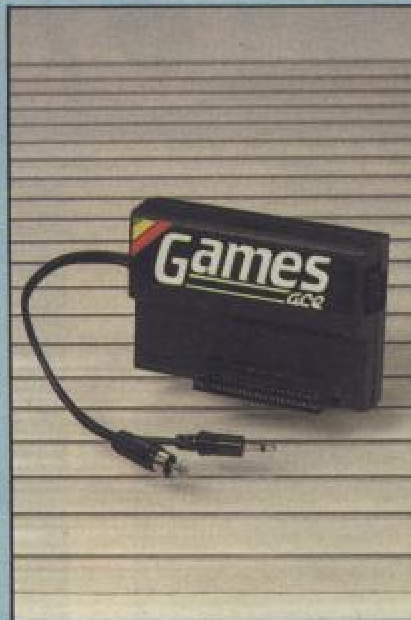
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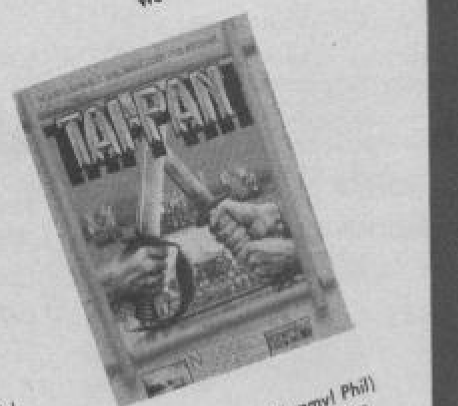
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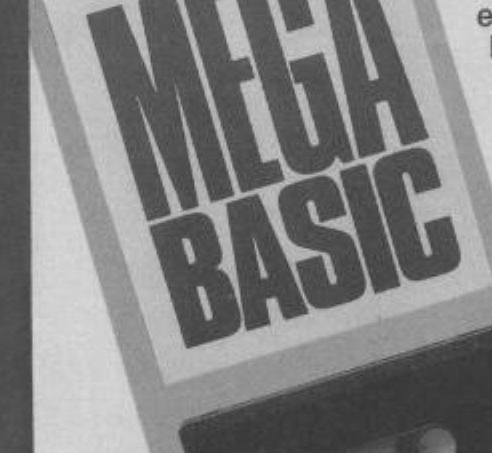
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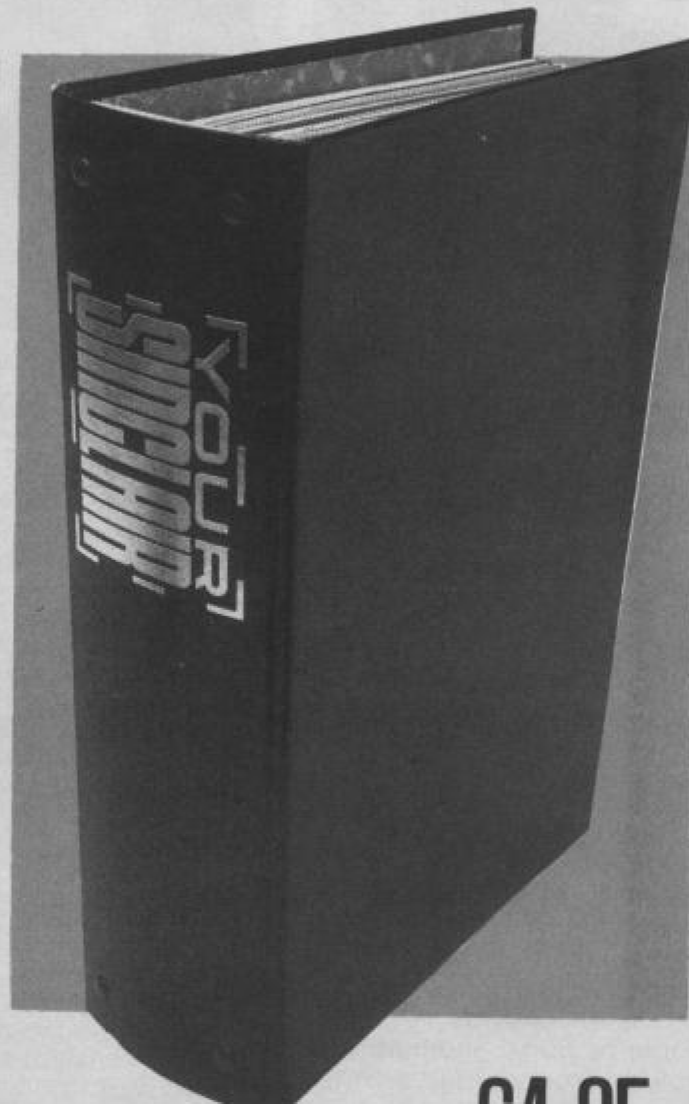
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***T'zer* takes a stroll down Brighton Pier for some arcade amusement and boy did she have fun!**

S·L·O·T·S O·F FUN

Weather here. Wish you were lovely . . . There's nothing quite like Brighton's Palace Pier on a Sunday afternoon. The sea in your hair, the sun in your eyes and the sand in your hot dog. Still, what better place to experience the thrill of the arcades — writhing sweaty bodies, pockets bulging with coins, all jostling for position on the latest coin-ops. I'd only to set one foot inside the huge dome that houses the arcade machines to realise which ones were flavour of the month. Crowds of would be Barry Sheenes crowded round Sega's *Super Hang On,* and I had to wait nearly 20 minutes to try my skills on the deluxe version of Sega's *Outrun,* but it was worth it! Konami's brand new game *Combat School* was also grabbing a fair share of the money, along with Taito's *Flying Shark* and Irem's *R-Type.* But the biggest and best coin-op of the month has got to be Taito's amazing shoot'em up *Darius.* I just couldn't keep my hands off it!



Road Blasters



I know we covered Atari's *Road Blasters* last month but we didn't have any screenshots then and I thought you'd like to see for yourselves just how brilliant this game is. It's a road race game rather like *Pole Position* and Sega's *Outrun* but with an interesting addition — you can shoot other cars off the road instead of overtaking them, much more satisfying. Press the accelerator to the floor and you'll do some fantastic tyre-burstin' wheelies and then you're off down a three lane colourful track swarming with other vehicles and roadside guns. As you progress an aeroplane swoops overhead and drops some more armoury for you to collect and then it's blam, blam all the way. Collect the little green globules on route to refuel, otherwise you just won't last the course. If you manage to complete the first lap it's onto the next, complete with Hells Angels swerving in and out in front of you — these are a little harder to shoot but much more fun. *Road Blasters* costs 30p a time but with the fantastic speed and amazingly lifelike graphics you'll find it's well worth the dosh!

Flying Shark



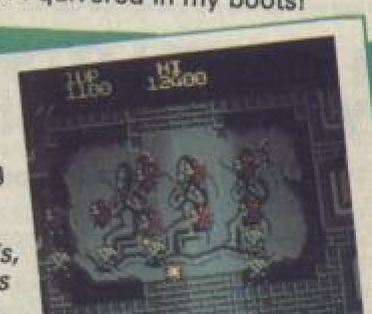
Another Taito game seems to be a fave in the arcades at the moment but I'm afraid I couldn't get to grips with it. *Flying Shark* is a vertical scrolling game in the same mould as *Commando.* You control an old war biplane rather like a Tiger Moth which you must navigate through a barrage of fire from oncoming tanks and other planes. The graphics are pretty smart — I particularly liked the way you can tip your plane from side to side. It's certainly a fast shoot 'em up but I reckon it's probably more fun if you're a bit faster on the trigger than me — at 30p a go it seemed expensive to one who only lasted about 30 seconds.

Combat School



"Move it! You 'orrible little shower!" And move it you do in Konami's new military arcade game, *Combat School,* particularly when there's a voice booming out of the console at you. As a young cadet in a military training school you've got to earn your stripes — and I warn you it's nothing like being in the Girl Guides. You'll get assaulted on the assault course as you try and jump 12 foot brick walls, crawl through mud and leap across the monkey bars. Then there's the rifle range which is brilliant fun. *Combat School* reminded me of *Hypersports* in the way that you have to wibble the control ball as fast as possible to get anywhere in the first few levels. It's also similar in format but what really made it a winner were the animated graphics and the Sergeant shouting commands at you over the loudspeaker. I quivered in my boots!

Battlantis



Any arcade wizard will remember *Space Invaders* — the first really big arcade title way back in the late seventies. Well, nearly ten years later Konami has released *Battlantis,* a sort of souped up *Space Invaders* with a difference. Like the original game, hordes of aliens march in rows towards you, only this time they're centurians who've got some weapons of their own. You control a barbarian type fighter who patrols a battlement shooting at the oncoming army. You must stop them getting too near or a centurian will break ranks and try and climb over your wall. If they manage that you're dead. After each level has been completed you're confronted with a huge centurian equipped with a shield who launches great fireballs and lances at you. Wipe out his shield and you'll then be able to kill him.

Though similar in format to *Space Invaders, Battlantis* is far superior both in gameplay and graphics, which are really tremendous. It's also only 10p a go which I reckon is blimmin' good value.

BRIGHTON ROCK

After I'd played the arcades and had a go on the Helter Skelter there was just time for me to drag a few people off to hear which arcade games they reckoned were the tops.



David Westgarth, 20, Plymouth. "At the moment I like Atari *Road Blasters*, which is also my tip for the best sound. The graphics on *Out Run* are the best I've seen today. I only visit the arcades when I'm on holiday. I've got a Commie 64, read *Your Computer* and the last game I bought was a compilation by Ocean."

John Bristow, 21, Bromley in Kent. "I'm a *Commando* freak, me. I do like the graphics on *720°*, though and the mega sound on *Kick and Run*. I'm down the arcade every night after work. I read *YS* (wowee), have a Spectrum 128 but I'm not a trainspotter. Believe that and you might become Pope Pete the First!" ▼





Colin Thomson, 22, Edinburgh. "I think *Out Run* must be my favourite at the moment, I just got a score of 300,000. It's got the best sound and graphics on *any* game I've seen! How often do I come to the arcades? As often as possible, matey. I spend far too much time and money in the arcades."

Mark Charrington, 22, Brighton. "My fave game is *Kick And Run*, but my hi-score is on *I Beat The Germans*! (*Eh? Ed*) My vote for the best graphics on a coin-op must be *Out Run*, but the best sound has to be *Kick And Run*. I've got a Spectrum and hundreds of games for it, too." ▼





Darius

If you're a shoot 'em up freak you've got to have a go on Taito's new arcade smash *Darius*. I've never seen or played anything quite like it before. It's a horizontal scrolling underwater space game with three continuous screens shown at once — so you get a really panoramic view. As pilot of the Silver Hawk Squadron, your mission is to conquer the enemy by zapping them with your bombs and missiles. If you collect red, green and blue power spheres you can get all sorts of weird and wonderful armoury additions to your craft. If you manage to complete a zone a huge great ugly monster appears — destroy it and you can then select the next battle zone. The graphics are absolutely fantastic — fast, colourful and big! A one player game will cost you 30p but if you really want some fun go for the two player game at 60p. Here you both control a ship and fly as comrades in your mission to obliterate the enemy who come in various shapes and sizes.

Darius left me buzzing with excitement. Look out for it — I promise you, you won't be disappointed!

ARCADE NEWS

What's new on the arcade seafront then? Well, quite a lot from what I've seen and heard. Konami has just released *Savro*, a horizontal underwater shoot 'em up that's action packed and plenty of fun. You're in control of an underwater craft which you must navigate past a barrage of fire from both oncoming enemy craft and guns placed on the seabed. From what I saw it looks both addictive and fast — definitely one to look out for.

Another horizontally scrolling shoot 'em up is on the way from Irem called *R-Type*. The gameplay looks pretty good and the animated graphics are big and chunky, rather like *Darius*. The plot isn't particularly original — you control a space craft and fly through a labyrinth of tunnels shooting at everything in sight but some of the creatures you'll come across are more than awe inspiring. Give it a go!



SAVRO

Other games to keep an eye out for are Konami's *Rock 'n' Rage*, and Taito's *Kick And Run*.

And talking of arcade games to look out for we've just heard that Activision has secured the licence for *Rampage* and a new Tatsumi game called *Lock-On*. *Rampage* is a *King Kong* type game and *Lock-On* is an aircraft shoot 'em up. So look out for those on the Speccy sometime in the Autumn.

The other good news is that we'll also be seeing Sega's much raved about *Alien Syndrome*, Taito's *Soldier Of Life* and . . . wait for it . . . *Darius* on the Speccy sometime in the future, though we can't tell you who'll be doing them yet. Well, that's it for this issue but see you by the sea in Minehead next month.

1 **Jan '86** • *Rasputin/Commando/Saboteur/NeverEnding Story/Winter Sports*

2 **Feb '86** • *The Young Ones/Bladerunner/Three Weeks In Paradise/Beach Head II/The Worm In Paradise/Art Studio*

3 **Mar '86** • *Movie/V/Zoids/SpecDrum/Wham! Music Box*

4 **Apr '86** • *Max Headroom/Skyfox/Lord Of The Rings/Art Studio/128 Review*

5 **May '86** • *Batman/The Planets/Micronet/Turbo Loader*

6 **Jun '86** • *Ghosts 'n' Goblins/Way Of The Tiger/128K Games/Hardware Bonanza/Tasword III*

7 **Jul '86** • **Games:** *Rock 'n' Wrestle/Heavy On The Magik* • **Features:** Music Hardware: makin' music/Saga 2001 Keyboard

8 **Aug '86** • **Games:** *Paperboy/Pyracurse/The Price Of Magick* • **Features:** Hardware Special: get the most for your money/

9 **Sep '86** • **Games:** *Miami Vice/Jack The Nipper/Hijack* • **Features:** It's All In The Wrist Action: T'zer's arcade special/Heavy On The Magick poster map

12 **Dec '86** • **Games:** *Dandy/Avenger/Uridium/WAR/Lightforce/Trailblazer/Dragon's Lair* • **Features:** Music Feature: hit that perfect beep/Readers' Survey: see what everyone else thought

13 **Jan '87** • **Games:** *Space Harrier/Star Glider/Gauntlet/Fat Worm Blows A Sparky/Thanatos/They Stole A Million* • **Features:** Carry On Screening: T'zer's movie special/Compliment System: Saga's complete hardware system/Red Box: the Red Revolution's coming

14 **Feb '87** • **Games:** *Short Circuit/Aliens/Gauntlet/Fairlight II/Contact Sam Cruise* • **Features:** Hard Facts Special: lots of hardware for under £100/You Can Be An Artist II: SofTechnic's arty package

15 **Mar '87** • **Games:** *Auf Wiedersehen Monty/The Hive/Fist II/Space Harrier/Hacker II* • **Features:** G'day Sport: Gwyn and Rachael's sporting special/RamPrint: perfect printing every time

16 **Apr '87** • **Games:** *Nemesis The Warlock/Rana Rama/Enduro Racer/Leader Board/Shockway Rider/Sigma 7* • **Features:** This Is The Modem World: a comms special/Vox On The Box: tune in to computers on the telly

17 **May '87** • **Games:** *Tai-Pan/World Games/Saboteur II/Into The Eagle's Nest/Arkanoid* • **Features:** Road Race: exclusive Ocean game on the cover/Stars On 45: a personality-filled T'zer special/Hack Free Zone: four pages of hints, tips and maps

18 **Jun '87** • **Games:** *Hydrofool/Head Over Heels/Sentinel/Auf Wiedersehen Monty/Koronis Rift/Psi-5 Trading* • **Features:** On The Warpath: wargames reviewed/Hacking Away Special: learn how to hack

19 **July '87** • **Games:** *Thing Bounces Back/Flunky/Stormbringer/Dogfight 2187/Amaurote/Nemesis The Warlock/The Pawn* • **Features:** The Spectrum +3: A first look at Amstrad's new machine/Maps!: An eight page map pull-out/ Compilations Round-up: We compare compilations!

20 **Aug '87** • **Games:** *Challenge Of The Gobots/Wizball/Stifflip & Co/The Final Matrix/Killed Until Dead/Exolon/Tai-Pan/Deathscape/Trio* • **Features:** Program Pitstop: programs, hints 'n' tips/Slots Of Fun: Arcade fun down in Margate/On The Warpath: The YS strategy section starts here/Computer Brain Of 1987: Well, are you?

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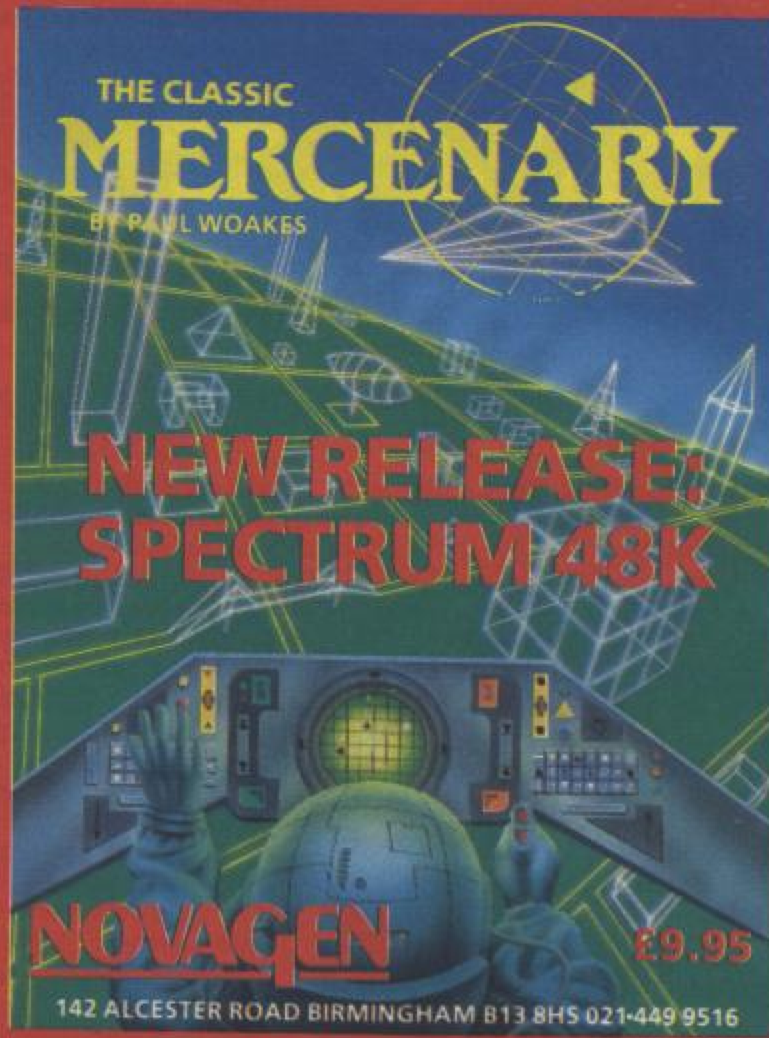
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YS Adventu



A stranded adventurer, alias **B Raven**, writes from Surrey about *The Serf's Tale* — how to cross the volcano, how to enter the huge grating, how to climb down the cliff, and how to cross the marshes? The answer is to concentrate on the grating, for which you need some keys — keep searching around all over the place and you'll find them eventually.

Next comes a question from a devoted reader. This is what we like to hear. This loyal follower is **James Bell** of King's Lynn, who keeps falling out of the hot-air balloon in *Spy Trek*. In Paris you have to do a few things then go up the Eiffel Tower where you can ENTER BALLOON. You then end up at the foot of the tower again. Just repeat the process as this is a good way of slimming down, and as your weight gets lighter...

Thanks to **Steven House** of Penrith, who sent me a solution to *Spy Trek* and who also offered some advice on *Necris Dome*. To kill the mandroid at Chamber 3: STEKSAC HSUP. In Chamber 10: EXA HTIW EPIP TUC. In Chamber 11: DIORDNAM REVO TINU TUP. Thanks also to everyone else who sent in clues and solutions — they all go to swell the databanks.

Jonathan Lynch of Co. Wicklow asks what the password is for the door at Quarda portal in *Heavy On The Magick*, the answer to which is SORONOROS. Now that's printed backwards, of course, in case you try typing it forwards and it doesn't work. Jonathan says he has difficulty getting the magazine where he lives, and the only answer to that is to subscribe, if you possibly can. It's cheaper than moving, and you get to be a member of the *YS Subs Club*, the newsletter of which is penned by my good self.

Paul Hobbs from Southampton wants to know how to get to the top of the ivory tower in *The NeverEnding Story*. Well, as there doesn't seem to be a handy lift, try these directions from the bottom of the main stairs (in the right order, this time): up-east-east-northeast-up-west-west-west-southeast-up-east-east-east-up.

D Bowles of Wisbech has got that far, but he's now stuck at the door which won't open unless he manages to 'Be Polite'. He says he's tried PLEASE OPEN and everything he can think of, but he obviously didn't think of a simple ESAELP YAS. D also wants to know how to get intelligent characters in *GAC*. Any intelligent Gackers, send your suggestions to 8 Ingle Road, Elm, Nr Wisbech, Cambs PE14 OAW.

GRIGGS FOR GOOD TIMBER! That's what it says on a letter from **Adam Bennett** in Gloucestershire, and who am I to argue? If you want to nick your writing paper that's up to you. And then you have the cheek to ask me where the baton is in *Zzzz*. Found the mansion? Found the sturdy oak door? Tried to open the door? Tried to climb up the vines? Something happened? Then NIAGA NWOD BMILC.

Paul Hughes is an *Urban Upstart*, but the upstart didn't put an address on his letter though the postmark was Liverpool. He wants to know how to enter the Town Hall (EPAT DER EHT YRRAC TSUM), and how to enter the bank, the office block and the football ground (OD NAC ON). In *Morden's Quest* you kill the pygmy EPIPWOLB A HTIW, and to make one of those you need OOBMAB DNA SEIRREB SNROHT. Paul also asks for help on *The Golden Rose*, a game I haven't heard of, so if you write again and tell me your address I'll put you in as a *Lost Soul*. And send your letter to me, not T'zer, whoever that is. (Just joking, Ed, honest!)

Various bits and pieces in letters from **Trevor Taylor** of York (no sae's, naughty boy), including some info on *Matt Lucas* which I know will interest all those people who can't figure out how to break the vase: ESAV PIT. When you get the safe combination you have to DIAL the number... though the program will understand just the first few numbers. Once you've got yourself a weapon you can GUHT TOOHS, and when you've done that don't forget what you were told about his leg. Trevor says his problem now is finding the ignition key: ECALP S'EOJ NI ERUTCIP DNIHEB. "And how do I light the torch in *The Boggit?*" The answer is that you don't. If you examine it you find a battery, which can be inserted DROWS EHT NI.

"Onto other things now," Trevor says, "namely *PAW* and *GAC*. I have both utilities and can safely say that *PAW* is infinitely better. It produces very professional results, and I prefer it as it's more user-friendly. I have one last request. Where is the staff for the HYP spell in *The Price Of Magik*? Could you also tell me why Level 9 insists on keeping those disgustingly bad graphics?"

To get the staff you must NOPAEW YNA HTIW ENIV TUC, and as for the graphics, one reason they're bad, I assume, is that there isn't much memory available to give over to them, and one reason they're in there at all is because retailers insist on having graphics adventures rather than text-only. It's one of those mysteries of adventuring — I'd say that eight out of ten computer owners who expressed a preference said their cats preferred... hang on, that can't be right, I mean to say that most people tell me they prefer text-only games, yet according to the shops no-one buys these, they have to have graphics in them. Not even the combined mighty brains of myself, the Ed and the Man Ed can figure that one out.

Monstrous trouble for **Damian Cooper** who fancies himself as Sinbad the sailor, which seems appropriate as he comes from the naval town of Portsmouth. How to avoid the sea-monster and get to East Island? At the start of the game you must PU BMILC DNA HTRON MIWS. Once you've explored the ship fully, you can then TSAE LIAS till you can go no further in the ship, when you TSAE MIWS DNA EVID.

Illustration: Anthony Colbert

RES news

Venture forth with Mike Gerrard

Stephen Power of Rainhill is suffering from delusions, as he thinks that at the age of 31 he must be the oldest of my readers. Some hopes! Quite a few are entitled to the free bus pass, you know — some even have children older than you are, Stephen, and others are grans and grandads who love their Speccies dearly. Stephen does send a word of warning, which is that in his version of *The Price Of Magik* the game freezes if he uses the command STAND ON BOX. He says it's annoying when you've been playing for two or three hours and enter the command absent-mindedly. Well, the memory does tend to go when you reach the grand old age of 31. What Stephen would like are a few suggestions for adventures on similar themes, and of Level 9 quality, as he's new to adventuring and doesn't really know what's around. I've suggested *Red Moon*, of course, but I'm not too well-up on the casting-of-magic adventures so any other suggestions can be sent to Stephen at 9 Stapleton Road, Rainhill, Merseyside L35 4PY.

Tim Whitehead of Uxbridge has been "messing around with *Bored Of The Rings*", and as a result says he's come up with the access code for the fourth part. I thought it was only a three-part game myself, plus a copy of *Sceptical 3*. However, the code Tim's found is GNILLET TON. What to do with the vending machine? The reverse of *Colossal Cave*: NIOC TEG OT YRETTAB TRESNI.

In June's issue I printed a POKE for PEEKing *Quill*'d adventures, but **June Rowe** of 46 Hurdon Way, Launceston PL15 9HX, says she can't make it work as she's not an expert POKEr. Can **Mark Chapman**, who sent it to me, either let me know his address or contact June with some assistance? Anyone else submitting POKEs in future, please can you make sure they have full instructions as to how to combine these with the main program to get them to work, and I do mean a step-by-step idiot's guide because many people, like me, are fully qualified idiots when it comes to hacking and POKEs.

I had to take a closer look at the latest letter from regular reader and writer **Wren Bull** of Carmathen, as when I first glanced at it I could swear it said Wren was taking his Bonking Exams. Time for a quick change of career, I thought. But no, a second look at Wren's spidery writing forced me to the conclusion that he meant Banking Exams. Never mind. Keep saving for the printer, Wren.

● For those of you who are so addicted to adventures that you never cast a glance at any other part of the magazine, let me point out something that you might have missed in *Frontlines* recently, and that's the beginnings of *The YS Subs Club*. Everyone who takes out a subscription to *Your Sinclair* will receive a copy of a newsletter every month, which will be terrific and wonderful and incredibly exciting — totally unlike the rest of the magazine. More like the adventure pages. Modesty prevents me from saying who's going to be writing this newsletter, but I'll give you a hint — there'll be a regular bit for adventurers amongst the competitions and special offers that are, well, on special offer every month.

To help you decide whether it's going to be worth the time and trouble of filling in the subscription form, I'll tell you some of the offers that have been in the first few issues: free posters from Incentive, and a coupon offering ten per cent off the price of any of its products; a free copy of *Adventure Probe* and/or *Adventure Contact* magazine to anyone who wants one; a compo with a prize of a *Guild Of Thieves* swag-bag full of adventure software; and a bargain offer of a copy of *The Quill* and *The Illustrator* from Gilsoft for £3.99 each or £5.99 the pair, and £3 off Gilsoft's *Professional Adventure Writer*.

No good writing to people demanding these offers now, you need the coupons that have appeared in the *Subs Club* newsletter, but it gives you an idea of what's going on. I can't tell you what goodies will be on offer in future issues of *The Subs Club*, as it depends on whose offices I decide to break into each month and... er, sorry officer, just a joke... it depends on what's around, and what ideas I come up with, but you can be sure that there'll be at least one offer to adventurers each and every month. You have my word as a conman... I mean a gentleman.



● I may even twist the arm of the Adventurers Club Ltd and see if it'll give us a free subscription as a competition prize. How about it, Henry? With over 1600 adventure-loving members now, the club really is going from strength to strength, even if it has just put its subscription rate up to £11.95 a year.

Over 1,000 of its members voted in the 1986 Golden Chalice Awards, to find the adventure of the year, and while many awards have come the way of *The Pawn*, voted adventure of the year by all and sundry, the membership of the *ACL* decided it only warranted an Honorable Mention, alongside *The Boggit* and *Rebel Planet*. Winner of the Bronze Chalice, in third place, was CRL's *The Very Big Cave Adventure*, so a warm hand to the ladies of St Brides for that one. The Silver Chalice went to US Gold and Adventure Soft for *Kayleth*, while pride of place and the Golden Chalice for 1986 went to... fanfares, trumpets, pass me the envelope please, Gladys... and the winner is... Level 9 for *The Price Of Magik*.

Maybe I should institute the *Your Sinclair* brass monkey award for the best adventure in 1987. Any comments?

▶

YS SOLUTION

TERRORS OF TRANTOSS

PART ONE

WARNING: A *YS* Solution can seriously damage your adventure playing, so don't read on unless you really want to know.

It took a long time for that terrific adventure *Terrors Of Trantoss* to take off, and even longer for it to succumb, but succumb it did, to the combined might of **John Wilson** and **Andy MacGregor**. For the benefit of those still struggling in its complexities, here's their solution. Close your eyes if you don't want to read it, then open them again when you've finished. Something like that, anyway.

START: Get everything from the store and house, then pay the stranger to guide you along secret paths.

RAVINE (1): When 'Wizard' departs, TAKE STAFF and go S/E/S to village.

TEMPLE DOG: Outside Temple, PART brothers and get one to go to side of Temple and HOLD SACK IN HOLE. Take other brother inside Temple, CLOSE DOOR and CATCH DOG.

RUNES: Key from dog unlocks door inside Temple and this leads to a room where you can learn how to translate runes.

WELL: LIGHT LANTERN and SHINE LANTERN DOWN WELL. Lobo should get Temple door and drop it down well, then Scarn should CLIMB DOWN WELL to find door broken into planks. These can be used to build a bridge over the river.

OGRE'S DEN: Make sure you CREEP EAST and that Scarn is carrying sword. He can then KILL OGRE to get Stone Key.

RAVINE (2): JOIN brothers at top of well again and return to ravine. Go east and CLIMB TREE. (To make return journey: JUMP BRANCH).

GATE OF GANNETH: To open this SAY POWER.

FANGLIZARD: To pass this, be sure to CLOSE GATE after you!

SOURCE OF LIGHT: If lamp runs out, you can refill it once using flask, or else LYTE STAFF, which will glow.

CRYSTAL LID OF CHEST IN VAULTS: Open with lit staff by typing INSERT STAFF INTO HOLE.

GREAT DOOR IN VALLEY OF VENDAS VANE: To open KNOCK DOOR WITH STAFF.

STEEL BARS: BREAK DOOR WITH STAFF to get the steel bars from the door to the Dungeon of Trantoss.

VAULTS OF VENDAS VANE: From entrance go N/W/E/N/DOWN to find chest. To return to entrance from Sword Chamber go S/S/UP.

EGG AND CUP: Enable you to see in location where a dark mist surrounds you: PUT EGG INTO CUP.

SHEER ROCK FACE: Use Stone Key to UNLOCK DOOR. The small red square in the location picture is a keyhole!

PORTCULLIS: Send Lobo empty-handed to Valley of Mortan where he can TAKE BOULDER before returning to portcullis. Now get him to go east and STAND ON SLAB then DROP BOULDER ONTO SLAB. This should raise the portcullis.

CASKET: OPEN CASKET, EMPTY CASKET, MOVE CASKET.

FERRY: To call Ferryman, BLOW HORN then GIVE COIN when he arrives. To get coin back again, PART brothers and get one to BLOW HORN again whilst other goes E/S/W from ferry to ENTER CAVE and OPEN CHEST.

LAKE: Go to Mountain ledge just north of Valley of Mortran then STRETCH ROPE (magic rope from chest in vaults of Vendas Vane). Then THROW ROPE, CLIMB ROPE and make your way to the next problem.

REALM OF LLACLAND: Translate the scratches and SAY KENRU to open secret door.

GREAT LAKE: PART brothers and when Lobo arrives at location where he can see an object on the lake, get him to BLOW HORN and the object, a raft, will come to him provided he's alone (don't ask why). BOARD RAFT and when it reaches jetty go to the Floating Pathway in Vatrlatt where Lobo can DIVE to find the Iron Crown — make sure he drops everything else before he does so, though.

HERMIT: To find him, return to jetty then BOARD RAFT again, go east to edge of lake and make your way to his cave. GIVE COIN in exchange for the Sphere then return to raft and eventually to Scarn.

PORTCULLIS (2): With Sphere, go down the steps under the casket and FIT SPHERE INTO HOLE (the small round hole in the blank wall) then SAY OPEN.

DUNGEONS: PART brothers and go over Crystal Bridge and when captured and thrown into dungeons get Lobo to LIFT SCARN ONTO LEDGE. From here he can go south to locate all missing objects. TAKE PILLS (the levitation ones), return to ledge and DROP PILLS INTO DUNGEON. As Lobo, TAKE PILL/SWALLOW PILL and he will rise up to the ledge. JOIN again, go south and once outside the door BREAK DOOR WITH STAFF to reveal steel bars. If you ever enter dungeons again, just go west to leave.

POOL ROOM: PART, get Scarn to DIVE and then TURN KNOB to open the wall. Go to room with Mace and Red Prism in. Ignore the Mace, it's an illusion. SWALLOW PILL and TAKE PRISM. Now make your way back through the Great Doors in the Valley of Vendas Vane to the Temple of Vendas Vane.

TEMPLE (1): Once inside, PUT PRISM ON PLINTH and the Black Sword will be purified and turned into a Red Sword. Leave Crown here and return to Prism room then west into damp corridor.

DAMP CORRIDOR: Go north and KILL SERVANT with Red Sword, then go north and PULL LEVER and go to the Brick Room.

BRICK ROOM: PULL TAPESTRY to reveal the secret door that has just opened after you pulled the lever. PART brothers before going through door and up the rusty iron staircase to find a Slender Key. Return to Smooth Walled Room.

SMOOTH WALLED ROOM: INSERT SLENDER KEY INTO SLOT to reveal an entrance to the End Room.

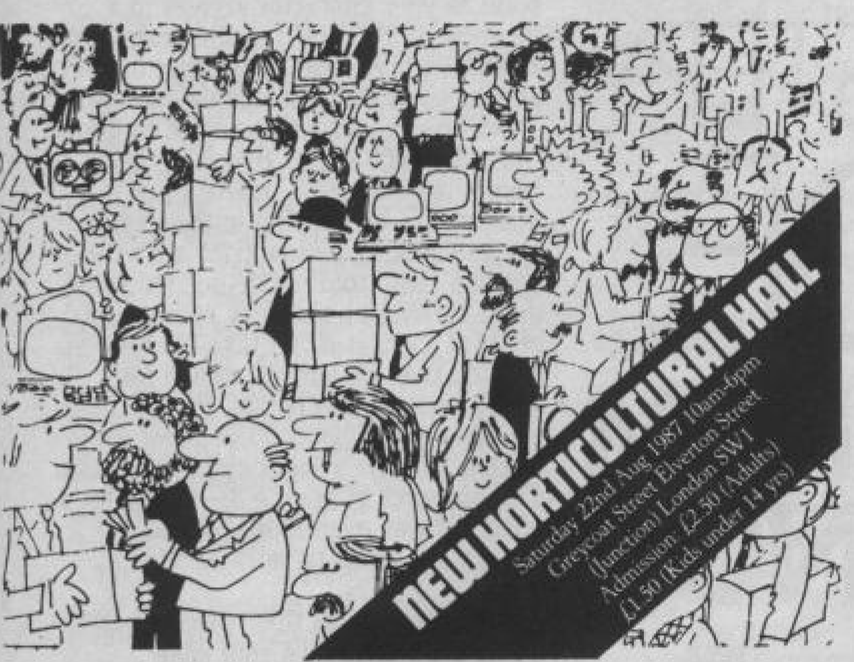
END ROOM: INSERT RED SWORD INTO SLIT to open up slab and reveal the real Mace. Wear gauntlets before taking the mace. Head back to Crystal Bridge, up steps and out of portcullis through door in sheer rock face before continuing east till Lord Trantoss fires a bolt at you, then head north through the crack he creates in the path.

CHAMBER OF LIGHT (1): From the Krak of Krace go north till you can go no further, then east till you reach the chamber. Once there the Demons will disperse and leave you in peace. If you don't make it they'll just leave you in pieces. If you're carrying the steel bars, drop them here, and if not then DROP STAFF here before going north to be robbed by the Robbers. After being robbed, return to the Chamber of Light to retrieve anything you left there.

Stay tuned for the completing part next month.

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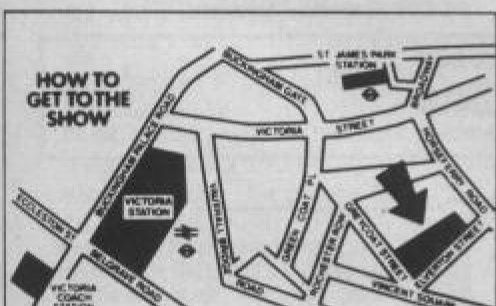


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Melbourne House has come in for some stick from adventure fans of late, thanks to *Lord Of The Rings* and its faults, and *Redhawk* and *Kwah!* being less than successful in their attempts to bring the comic-book approach to adventuring. But at least it continues to try something different, and the two-part *Mystery Of Arkham Manor* is certainly that, and this time very successful in my view.

It's Monday June 23rd, 1924, and Arkham Manor is the home of Colonel Lemin, a figure well-known to readers of *The London Chronicle*, for which you are a leading freelance news reporter. The editor has received an alarming letter from the Colonel reporting strange events in the village, and you've been sent to find out exactly what's going on.

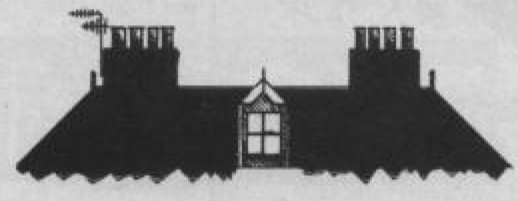
The game is so realistic, it's incredible the amount of detail that's been packed in, but here are some of the things that you have with you to help you solve the Mystery of Arkham Manor:

THE NOTEBOOK: The reporter's stand-by, though you really ought to save up and buy a new one as this has only got four pages left. On the other hand maybe you'll never need another as the ERASE command can be used again and again, and the PRINT command will enable you to send the pages to any printer that happens to be lying round. Don't forget to read the first page to remind you of something at the start of the game, and then jot down anything that you come across which you think might be relevant.

THE CAMERA: Then you've got a camera, with three even more magical re-usable photographic plates, and you can move a cursor round any screen to take a photo of anything on it, to incorporate these into the articles you're going to be

YOUR SINCLAIR MEGAGAME

MYSTERY OF ARKHAM MANOR



writing for sending back to your paper in London.

TELEGRAMS: Need some info? Any self-respecting newspaper has a large library of reference books and cuttings files, and you can request information on people and places by sending telegrams. First you have to be in the telegram office, and secondly you'll need the money to pay for them.

STORIES: This brings up a blank page of the London Chronicle, and the options to place headlines, text or photos on the page.

You arrive at Arkham Station on Monday morning and your notebook reminds you that you've got an appointment with Colonel Lemin in Harrison Street. Movement is by using the cursor keys after selecting the MOVE option, though you can speed things up by pressing a cursor key as soon as your character arrives in a location — then he'll move straight on to the next. Arrows at the foot of the screen point to the available exits.

No-one should be surprised to know that when you get to Harrison Street, Lemin isn't there — unless I just missed him by dallying in the lounge bar exchanging pleasantries with the barman, who told me he needed some flour. Picking up the very convenient grain of corn, it didn't take me long to provide that for him, in return for which I got a wine bottle, though he wouldn't allow me into the guest room as that cost 1/- a night and I was skint. The prospect of finding 3/- to pay for a telegram was even more remote, so time to get down to work and file a story.

In addition to all this, there's a status window which shows your cash situation, the knowledge you've acquired, and your sanity, which is seriously affected by disturbing encounters with zombies in graveyards, but benefits from simple things like rest and sleep.

One drawback is obviously that the more you pack into a program, the more restricted the adventure-game elements are, and I'd guess that the game might not take too long to solve in comparison to your 'real' adventure, but the whole brilliant idea of the game will more than make up for that — desktop publishing meets the detective adventure mystery!

Graphics ■■■■■■■■■□
Text □□□□□□□□□□
Value for Money ■■■■■■■■□□
Personal Rating ■■■■■■■■■□
9

FAX BOX
Title ....The Mystery Of Arkham Manor
Publisher ....Melbourne House
Price...£8.95



Our hero arrives at Arkham Station. What now? Well, there are enough options on the menu, but before doing anything, have a look at the notebook.

This is what Page 1 of your Notebook says — confirming (in case you haven't read the instructions) that you were due to meet Colonel Lemin. But where is he?

The date! (Well, calendars can be a bit heavy to carry around the village!)

The arrows down here show the available exits — in this case you can only go south. When you click MOVE on the menu, the arrows change from blue to red.

Four pages already! But if you want you can also SAVE and LOAD other batches of four pages, and you can also print things out too. Very useful when compiling your story . . .

With the cursor keys, highlight the 'NOTEBOOK' option on the menu. You can read or write on the notebook, but unfortunately the sophistication of the game stops short of letting you draw cuddly bunny rabbits in the margin.

The general information window. If you examine something, talk to someone or whatever, this is where the results of your investigations will flash up.

If the sun shines, it's daytime. But when the moon appears, keep clear of the zombies in the graveyard!

OPERATION BERLIN

This is the second in Wrightchoice's 'Operation' trilogy, where there's a prize of £500 to the first one to crack the lot, and I reckon it's even better than its predecessor, *Operation Stallion*.

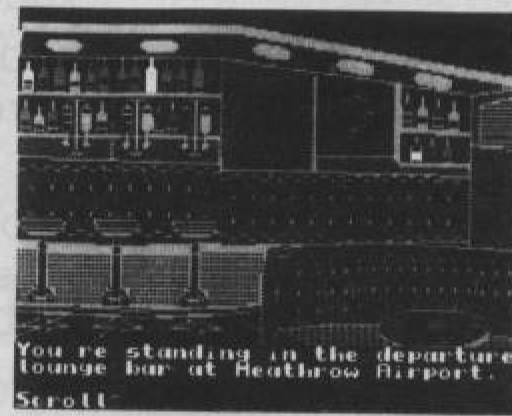
You're still John Blake, aka 'The Fixer', and there's another mission ready to be faced by this mild-mannered civil servant with a surgical implant in his brain. This allows you to be killed instantly should things start to go wrong, the fingers on the button belonging to either the Prime Minister or your immediate boss, CJ ("I didn't get where I am today by putting my fingers on buttons.")

Programmer Andrew Wright really goes in for lengthy and convincing scene-setting, and the game is all the better for it, though it makes it hard to condense for reviewing. Basically it's to do with a Professor Wolff, who's developed a more efficient nuclear powered engine and who's apparently been kidnapped by the KGB when on a visit to Berlin. Just your luck that all this happens when you're sitting in the bar in the check-in hall of Heathrow Airport about to leave for New York.

The first of the two parts requires you to go to the information desk, call your office (for which you need change and the right phone number), avoid the pickpocket, cash a cheque to pay the taxi driver with, and know which destination to ask him to take you to. Then at your office you must get the file that CJ wants and eventually make it to your meeting with him on time before selecting the items you're going to take with you to Berlin in Part Two.

The graphics are beautifully done, as the mark indicates, and all the usual 'QUIP' features of RAM save, WORDS/PICTURES option, sound effects and so on are present. Some unfriendly features too, and Wrightchoice should really think a bit more about program design. When the taxi from the airport drops you outside the office block, you're told there are exits in all directions. Seems reasonable to try these, but every one leads to an instant death, only ENTER OFFICE BLOCK allows you to proceed. The RAM save helps a bit, but even with that you have to start from scratch, enter your anti-piracy security code and sit through the instruction screens again before being able to resume.

All in all, an excellent follow-up to a promising start, and at a more reasonable price too. With a free helpline service as well if you get stuck (the phone number's there in the program), and a prize of £500 to tempt you, what more could you ask?



FAX BOX
Title .... Operation Berlin
Publisher.............. Wrightchoice Software, PO Box 100, Troon, Ayrshire KA10 6BD, Scotland.
Price.................................... £3.95

Graphics
Text
Value for Money
Personal Rating
8

THE CHALLENGE + DAVY JONES'S LOCKER

I just had to have a look at these two text-only adventures as they're the first to reach me that have been done using *PAW*, and while they've got their faults they do indicate there are some exciting *PAW*'d adventures in store for us. The polish that *PAW* gives to a game is noticeable — if well used, of course, and Jack Lockerby's obviously fairly familiar with it.

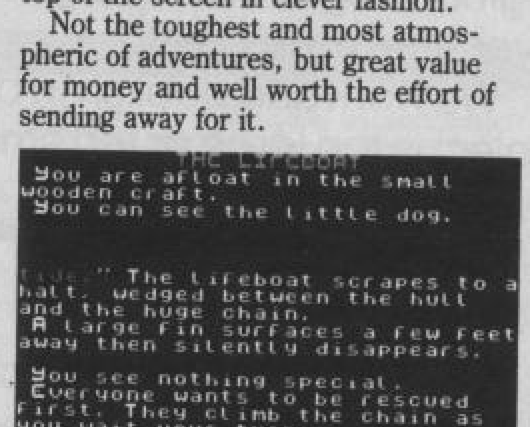
The extra memory space makes use of a truly helpful HELP command, which brings up the equivalent of an answer sheet but with the solutions to the listed problems in code, so you have to copy down the one you're interested in and translate it. Location descriptions are changed in the blink of an eye when you take and drop objects. Nice use of responses, too. When you're carrying the object that one of the other characters wants, then the program checks it and gives a response automatically, without you having to try DROP FEATHER, GIVE FEATHER, OFFER FEATHER, USE FEATHER and so on. It might lead to you solving some problems without trying too hard, but who's complaining? About time we adventurers got a little break now and again!

The Challenge has you as Yarulla, who must challenge Pacheo, the dead chief's eldest son, to decide who's going to lead the tribe. You're given half a medallion each (amazing how easily they snap in two or in four, these medallions and rings you find in adventures), sent your separate ways and told to return with the whole medallion and the Blue Stone from the country of bears and reptiles.

Davy Jones's Locker is a more amusing game, a follow-up to something called *Lifeboat*, which I'm not familiar with. Having rescued all and sundry (you mustn't forget sundry) from a lifeboat, you're marooned on a seemingly deserted ship with nothing but a ladder leading down into an unlit hold, where something slimy and nasty slithers up to you in the blackness. A bit of lateral thinking and casting round for ideas is needed to solve the first few problems, and you also need to be able to ignore some of the jokes, which should carry a government health warning. I mean, "You see a ton of timber float past. You wonder if this is what they call plank ton?" Groan and double-groan.

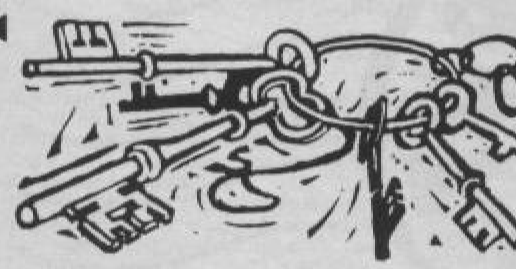
I'll forgive the author that, though, for his neat presentation and his worthy attempt to incorporate other characters into the adventure, like the dog that moves around, curls up, growls, goes to sleep and runs away when faced with imminent danger. The main location description is fixed at the top of the screen, with responses and other messages scrolling up beneath, though the objects you can get and drop are also altered instantly at the top of the screen in clever fashion.

Not the toughest and most atmospheric of adventures, but great value for money and well worth the effort of sending away for it.



FAX BOX
Title ...... The Challenge/Davy Jones's Locker
Publisher...... Jack Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL.
Price.................................... £2.50

Graphics
Text
Value for Money
Personal Rating
7



KIND SOULS

A bumper crop of **Kind Souls** this month, to try and please all those people who are just crying out to help struggling adventurers. I know you just want to show off, really, but I don't mind. And don't forget that no matter how few adventures you've solved, you can bet there'll be someone somewhere stuck in one of them, so don't be afraid to write in and offer your services as a **Kind Soul**. If you do offer your services, though, make sure you really are prepared to answer other readers' letters when they reach you. I've had one or two complaints (thankfully no more than that) about people not responding, even when sae's have been enclosed, so don't offer to be a **Kind Soul** unless you mean it.

A regular **Kind Soul** is **Doreen Bardon**, and I wondered the other month if she did anything other than play adventures, like eat and sleep occasionally. She's written to let me know that she does manage to eat from time to time, and also go out to work, look after the house *and* look after her husband and 18-year-old son. Surely they're big enough to look after themselves, Doreen? Mind you, all these responsibilities obviously do take up a lot of Doreen's time, as she's only managed to complete 29 adventures since the last time she wrote to me! For help on any of these, send your sae to Lendal Cottage, High Street, Slingsby, York YO6 7AE: *Sinbad, Urquahart Castle, Message From Andromeda, Shrewsbury Key, The Prospector, Goldseeker, Se-Kaa Of Assiah, The Pen And The Dark, Heroes Of Karn, Secret Of St Brides, Tower Of Despair, Danger Mouse And The Black Forest Chateau, Waxworks, Escape From Pulsar 7, Golden Chalice, Castle Eerie, Adventure 100, To The Manor Bourne, The 'O' Zone, Mafia Contract I/II, Africa Gardens, 1942 Mission, Colditz, Robin Of Sherlock, The Inferno, Very Big Cave Adventure, Demon From The Darkside* and *Aftershock*. Phew!

Honestly, you just wouldn't believe how many people there are who're simply clamouring to be **Kind Souls**. Listen to them now... shush, you can just about hear them... clamour-clamour-clamour-clamour. See, I told you. Anyway, there are so many that I generally reserve this space for the truly **Kind Souls** who ask nothing more than a stamped addressed envelope in return for answering your adventure questions, but there are one or two people who qualify as **Nearly Kind Souls** by asking a small fee to cover photocopying if you want complete solutions to maps or games. I think that's reasonable enough, and one such is **Lee Widdows**, 4 Friars Avenue, Shenfield, Brentwood, Essex CN15 8HY. Lee charges 25p per solution or map, the solutions he's got being *Hobbit, Seabase Delta, Knight Tyme, Spellbound, The Helm, Heroes Of Karn*, and *Invincible Island*, with maps available for *Subsunk, The Helm, Invincible Island* and *The Hobbit*. Reply guaranteed within ten days, Lee says.

No fee from **Steven Conibear**, 147 Gracemere Crescent, Hall Green, Birmingham B28 0UE, so limit yourself to questions only, not requests for solutions, on: *Hobbit, Lord Of The Rings, Erik The Viking, Terrormolinos, Sinbad* (Part One), *Gremlins, Kayleth, Urban Upstart* and *The NeverEndingStory*. The same goes for **Alan Taylor** of "Glencoe", Sunnydale, Orpington, Kent BR6 8LY, who's prepared to answer questions on *The Boggit, Colour Of Magic, Hampstead, Hobbit, Hulk, Lord Of The Rings, Planet Of Death, Robin Of Sherlock, Sherlock* and *Vera Cruz*.

I know we've got some weird readers at *YS* (as opposed to the totally normal and utterly sane staff), but here's one who claims to be so poverty-stricken he has to live in an upturned flowerpot. Must be a spacious pot, then, as it's got room for a computer and a collection of mostly solved and mostly budget adventure games, with help available on: *Alter Earth, Commando* (pardon?), *Rifts Of Time, Eye Of Vartan, Classroom Chaos, A Tangled Tale, Time Quest, Crystal Quest, Hexagonal Museum, Dragonslayer, Sea Of Zirun, Jason And The Fleece, Runes Of Zendos, Heroes Of Karn, King's Keep, NeverEnding Story, Bored Of The Rings, Red Moon, Subsunk, Seabase Delta, Moron, Mafia Contract I* and *II, Return To Ithaca, El Dorado, Spytrek, Marie Celeste, Temple Terror, Holy Grail, Four Minutes To Midnight, Cuddles, In Search Of Angels, Quann Tulla, The 'O' Zone, Demon From The Darkside, Shrewsbury Key, Kobyashi Naru* and *Imagination*. The flowerpot man is **Nik Wreyford** and the flowerpot is known to the Post Office as 108 Winchester Road, Brislington, Bristol BS4 3NL.

The last time **Andrew Edney** of 22 Blackstone House, Churchill Gardens, London SW1V 3DT was a **Kind Soul** he'd only complete a couple of adventures, but his latest list is a little longer: *The Helm, Invincible Island, Mordon's Quest, Matt Lucas, Imagination, Bugsy, Boggit, Dracula, Bored Of The Rings, Classic Adventure, Colour Of Magic, Cuddles, Custerd's Quest, Dome Trooper, Doomsday Papers, Valkyrie 17, Eureka, Seeker Of Gold, He-Man, HRH, Kayleth, Hulk, Ice Station Zero, Eddie Smith's Head, Kwah!, Lord Of The Rings, Lords Of Time, Moron, Price Of Magik, Quann Tulla, Holy Joystick, Rebel Planet, Red Moon, Seabase Delta, Sherlock, Spy Trek, Subsunk, Terrormolinos, Vera Cruz, Zzzz, Aftershock, Souls Of Darkon, Galaxias, Redhawk, Hunchback, Kentilla, Very Big Cave Adventure*.

Apologies to anyone who's been expecting to see their name here but hasn't spotted it yet — space is tight, offers are many, and some are held over till next month. Watch this space.

LOST SOULS

I don't know where you lot out there find your adventures to play, but I'm forever getting pleas for help on adventures I've never even heard of — weird titles from unknown software houses. That's why I rely on the kind-hearted creatures amongst you to put these people out of their misery when I'm unable to help.

Deborah and **Trevor Whitsey** of 1 Furber Court, The Arbours, Northampton NN3 3RW seem to have solved every adventure in the universe, except for *Masters Of The Universe*, in which they'd just love to know how to: escape the Two-Bad, defeat Beastman, kill the Wyverns, go through the crack and get the cuboid and paper.

Two simple queries from **Brian Harris**: how do you get into the green sector in *The Extricator* and how do you open the grating in *The Serf's Tale*? The address, which I nearly forgot (hard to believe that, isn't it?), is 47 Valentines Way, Rush Green, Romford, Essex RM7 0YD.

Any dodgy geezers or geezeresses out there prepared to help **Jason King** on *Dodgy Geezers*? He's really having trouble. Says he's managed to recruit Tweedle and Cracker but Cracker keeps blowing up everyone with gelignite. Help! And send it to 7 St Andrews Way, James Reckitt Avenue, Hull HU8 8JJ.

Even with a clue sheet some people are still lost, like **Mike Ingram**, but as he's stuck in the Eden Transport system in *Worm In Paradise* maybe that's understandable. Despite the Level 9 hint sheet, Mike still can't figure out the system — can anybody help him, at 11 Woodview Crescent, Lisburn, Co. Antrim, N. Ireland BT28 1LF?

Nik Wreyford of The Upturned Flower Pot, alias 108 Winchester Road, Brislington, Bristol BS4 3NL is getting used to my little ways, as he asks for help on something called *Star Wreck* and immediately adds: "I know, you've never 'eard of it." Right first time, and if anyone 'as 'eard of it, contact Nik as he wants any help at all just to get him started on the game. Also on *Necris Dome*, how to kill the Mandroid east of the vat of acid. Nik's also lost in *A Serf's Tale*, wondering how to get the nasty knife off the dwarf to prise open the clam to get the pearl that he assumes is inside. Anyone help Nik on his serfin' safari?

ADVENTURERS INTERNATIONAL

Regular readers will be familiar with the name of the **Crazy Goblin Band**, who write to me from time from the depths of their Belgian dungeon, the only problem being that Goblins obviously have difficulty holding human-size pens which means that their hand-writing lacks that certain something — like legibility. So let there be joy and merriment throughout the land, as the Goblins have clubbed together and bought a printer!

This also makes it easier for them to be **Kind Souls**, which they're prepared to be on the following games: *Valkyrie 17, Red Moon, The Price Of Magik, Heavy On The Magik, Tir Na Nog, Dun Darach, Marsport, The Hobbit, Lord Of The Rings, Sherlock* and *Erik The Viking*. Readers outside Belgium will have to send them an international reply coupon, unless you happen to have any Belgian stamps lying around, and the Goblin contact is **Philippe Jacob**, 56 Chemin de Louvranges, 1300 Wavre, Belgium.

They also send some tips and ask some questions on their current favourite, *Snowball*, a most un-Goblin-like game, I'd have thought. Never mind, here are some clues. To use the computer: KNILB, REBMUN KOOL, ROSIV RAEW. To deal with the droid near Jacob's ladder: XOBLOOT NEPO. To get extra oxygen when your supply runs out: KSALF EIT.

The questions they ask include how to open the security door: TSRIF REBMEM WERC EVIVER TSUM. How to move the coffin with the stack lifter: TI TEGROF. How to get up the slimy ramp: TAC EHT PORD. Where are the dark glasses: YROTAVRESBO EHT NI. How to bring the crew member back to life: TINU NOITATICSUSER OT EKAT.

Anyone been having fun (or otherwise) in a game called *Funhouse* from Pacific Software? If so, and you can answer the following questions, then contact **Gerold Hofheinz**, Tapachstrasse 55, 7000 Stuttgart 40, West Germany. Gerold wants to know where the blue key is for the blue cupboard? How to cross the electric fence? How to get the note off the Gromut, if you need to? How to open bared door without getting slayed? Where's the coin for the turnstile? And how do you use the frequency modulation unit?

Also stuck in *Funhouse*, wondering where to find the boots is **Noel Anastasi**, "Primrose", Valletta Road, Mosta, Malta. And can anyone tell him how to kill Drakon in *Demon From The Darkside*? In return, Noel's prepared to be a **Kind Soul** on the following games: *Bored Of The Rings, Circus, Colossal Adventure, Golden Apple, Greedy Gulch, Gremlins, Heavy On The Magick, Hobbit, Inca Curse, Inferno, Invincible Island, Magic Mountain, Marie Celeste, Marsport, Murder Hunt, Pharoah's Tomb, Quann Tulla, Return To Eden, Seabase Delta, Sherlock, Ship Of Doom, Snowball, Ten Little Indians, Tir Na Nog, Urban Upstart* and *Worm In Paradise*.

If you fancy a bit of Danish help, then **Nikolai S Christensen**, Kildevej 15, Svjebaek, 8600 Silkeborg, Denmark is prepared to answer questions on *Hobbit, Hampstead, Tower Of Despair, Doomdark's Revenge, Spiderman* and *Lord Of The Rings* (Part One).

From Denmark to the Dutch, and **Ben Maas** of Bloemendaal, who in fact is sitting on an island, this one being in *St Brides*. Ben says he's paid his coin for the fare, and the inevitable question is WHAT NOW? His other problem is a roundhead. We've dealt with the roundhead before — a shotgun from a station is what you need. As for the island, when you get there you need to MOORHSUM TAE, and I hope you've got the TNIMTAC with you.

That's the lot for this month's international batch, and don't forget that any readers, home or abroad, could make use of this section if they just wanted an adventure-playing penpal. Send me the details and I'll try to squeeze you in.

HARDWARE

■ For sale — Saga 1 Emperor keyboard, Currah MicroSpeech and £300 worth of games including *Gunfright, V, Jack The Nipper, Enigma Force, GAC.* Worth £375, sell for £100. Write to Oliver Gardner, Bellfield, Priory Road, Gauldry, Fife, Scotland DD6 8RT.

■ Spares for Quickshot II and ZX81 without case and keyboard — £3. Cathy data recorder, used once, worth £30. Will sell for £15. Write to S Battley, 37 Brize Norton Road, Carterton, Oxon OX8 3HW.

■ Spectrum +, interface, joystick, tape recorder, 70 mags, £300 worth of games (latest releases), also with leads and manuals. All worth over £500, will sell for £200. Please phone (0602) 273621 and ask for Lee.

■ 128K Spectrum for sale, complete with interface and joystick, plus software. Bargain at £120. If you're interested, please write to Ian O'Loughlin, 15 Hawkesbury Road, Fishpond, Bristol BS16 2AP.

■ Spectrum 48K+, excellent condition, still boxed with many top games — *Great Escape, Dandy, Critical Mass, Nightmare Rally, Skyfox, Bounder, Tapper, Storm* etc. The lot for £50. Please phone Brighton 595812 and ask for Robert.

■ 128K+2 computer for sale along with an Alphacom 32 printer, Kempston mouse and over £100 worth of software. Value £400, want £240. Also any offers for Version 3 microdriver? Christopher Wilkins, 25 Oxford Park, Laugharne, Dyfed, Wales.

■ Spectrum+ with Kempston joystick and Interface Two, smart cassette recorder and 20 good games including *Arkanoid* and *Bomb Jack II.* £100 ono. Please write to Danny Lowe, 4 Bulbecks Walk, South Woodham Ferrers, Essex.

■ Spectrum+2 and Interface 1, microdrive, 16 cartridges and Snapshot 2, over £100 worth of software — £200 ono. Spectrum + £40. Please phone (02572) 66061 after 4pm.

■ Computer music makers — I'm selling Yamaha DX9 16 note poly keyboard FM synth, over 600 voices on tape. Ideal for the new Cheetah MIDI interface. £395 ono. Phone Ian on (0266) 46828.

■ Spectrum + (boxed), Kempston interface, 70 games, Quickshot 2 joystick, Protek modem. £130 ono. Please phone 01-674 1955 after 4pm and ask for Jason.

■ Spectrum 128, Interface 2, low res RGB monitor, books and software for just £200. Will split. Also Mirage microdriver £30 ono and all issues of *Your Spectrum.* Please phone 061-881 5663.

■ 48K Spectrum, Interface 1, microdrive and cartridges, Alphacom 32 printer, computer cassette deck, joystick and over £100 worth of software. Cost over £420, will sell for £180 ono. Please phone Alun on Worksop 731501.

■ 48K Spectrum, Currah Speech, ZX printer and six rolls of paper, cassette recorder (brand new), Protek interface, Quickshot 2 joystick, over 30 games including *Nemesis The Warlock* and *Space Harrier.* £150 ono. Please phone Leigh on (0942) 891197.

■ Datel's Snapshot version 2, only two months old, only £17. Please phone Mark on (0535) 602188.

■ I will swop ZX Lprint III and RS232 lead and Multiface 1 for a Data-Skip video digitiser or a Multiface 128 and Cheetah Mach 1 and joystick or a Sweet Talker or Currah MicroSpeech and a DK'Tronics light pen or £69. Please phone Stephen on 01-828 7384.

■ 48K Spectrum+, 128K Spectrum+, Ram Turbo joystick interface, two joysticks, radio/cassette recorder, two programming books (Basic), £215 of easy and hard games and one or two utilities. Cost £520 plus. Will sell for £220. Ideal for infant or primary school. All leads etc. Must sell v fast. Please phone Steve on (0752) 344179.

■ Volex 4-data teletext/telesoftware adaptor, three months old, swop for Opus disk drive. Must be in good working order or will swop for a full size printer and interface. Please phone Andy after 5pm on (0389) 59578.

■ Nearly new cassette recorder, cost £25, will sell for £15. Also power box and leads for 48K Spectrum. Phone Kelshall 333 and ask for Thomas.

■ Vic 20, includes cassette recorder, 32K Ram Pack, 35 games, three cartridges including *Chess* and four adventure games. All for only £80. Please phone (0654) 3391 and ask for Matthew.

■ For sale — Datel inter-printer interface £20 or exchange with software for your ZXPrint. Also loads of good software to exchange. Please write to G Shaw, 25 Redwood Avenue, Royston, Barnsley, S. Yorkshire S71 4JP.

SOFTWARE

■ I have over 850 games and utilities to swop with you. Send your list for mine. Reply guaranteed. Manuel Rodriguez, Avda Burjasot 224-2, 46025 Valencia, Spain.

■ I have *Great Escape* and want *Arkanoid.* Please phone Chris anytime on (0703) 612229.

■ Will swop *Breakthru* and *Fist II* for *Rambo, Gauntlet Deeper Dungeons, Nemesis The Warlock, Super Cycle, Auf Wiedersehen Monty* or *Army Moves.* Please phone Sheldon Miller on (0602) 257676.

■ I have *Super Cycle* and *World Games* to swop for any recent software. Please phone Macclesfield (0625) 31961 and ask for small Paul after 4pm.

■ Has anyone got *Silent Service*? I will swop for any game I have. Please write to Michael Wilks, 94 Rackford Road, North Anston, Nr Sheffield S31 7DF.

■ Swop any two from *Astroclone, Dragontorc, Pyracurse* and *Strike* for any one of *International Rugby* or *Botham's Cricket.* Please write to Geoff Perks, 25 Broomhall Road, Higher Blackley, Manchester M9 3PB.

■ I have *GAC* and *Highway Encounter* and wish to swop for a ZX printer plus paper. Write to Matthew Blewitt, 32 Green Lane, Catshill, Bromsgrove, Worcs B61 0LD.

■ Do you want some new software? You do? That's good, cos I've got loads. Please send an sae to Ben Ely, 133 Hassett Road, London E9 5SL.

■ Swop *GAC* for *PAW* or *Hacker* and *The Boggit.* Please phone 01-205 1491 and ask for Ray after 6pm.

■ Will swop my *Uridium* for your *Strike Force Cobra* or *Rogue Trooper.* I will also swop *Fighting Warrior* and *Octagon Squad* for any offer. Please write to Graeme Mason, Wards Lodge, Highwood Road, Highwood, Chelmsford, Essex.

■ Will swop *Gladiator, Winter Sports, Scrabble, Cyclone, Ninja, Ghostbusters, Gambler, Survival, Frank Bruno's Boxing* and many other 48K games for any of your games. Any offers to Paul Ryan, 292 Northway, Maghull, Liverpool, Merseyside L31 6BQ.

INPUT · OUTPUT
YOUR SINCLAIR
14, RATHBONE PLACE
LONDON W1P 1DE

Selling your hardware? Swopping your software? Have you a message to give to the rest of the world? Then put a free ad in *YS* and await results!

■ Swop *Short Circuit, Saboteur II, World Games, Enduro Racer* and many more. Please write to Kari Kettunen, Kovala, Aanekoski, 44100, Finland.

■ Games and POKEs to swop, send your list for mine. Reply guaranteed. David Cashin, 132 Donomore Avenue, Killinardan, Tallaght, Dublin 24, Ireland.

■ I have many games to swop. Guaranteed reply. Send me your list. Also swop POKEs and maps. Write soon to Enrico Davini, Via Degli, Aldobrandini 6, 00121 Roma, Italy.

■ Will swop *Avenger, Cosmic Wartoad, Top Gun, Fighting Warrior* and *Legend Of The Amazon Women* for *ACE, Head Over Heels* and *The Sentinel.* If you're interested, please write to Andrew Mathers, 58 Newforge Road, Maralin, Craigavon, Co Armagh, N Ireland.

■ *Elite* and editor, *Eureka, Shadowfire II, Nightshade, Tomahawk, Combat Lynx, Gyron, Glass* to swop. Offers welcome. I'm especially after *PAW, Acrojet, Artist, Artist II, Infiltrator, Cobra, Leader Board, Hardball.* Write to Andrew Harrison, 21 Festival Road, Portadown, Co Armagh, N Ireland BT63 5HE.

■ Will swop *Fairlight, Spy Hunter, Legend Of The Amazon Women, Impossible Mission, Ghostbusters, Ghosts 'n' Goblins* for *Glider Rider, Goonies, Nosferatu* or anything else. Phone Oxford 711078 after 4pm and ask for Steve.

■ Swop *Panic, VU-3D, Chiller, C5 Clive, Storm, BMX Racers, Kong, Chuckman* for *Sam Fox, Panzadrome* and *Thrust* or three for one swop. Please phone David on (0270) 211637 weekdays between 4 and 6pm.

■ Lots of games to swop. Over 800 titles. Fast reply to all letters received. Send your list to Martin Pedersen, Solbakkevej 7, 7480 Vildbjerg, Denmark.

■ Will swop *The Fourth Protocol, Falcon Patrol II, Speed King II* and *Scrabble* for *Artist II* or *Five Star II.* Please write to Scott Campbell, 85 Forbeshill, Forres, Morayshire IV36 0JL.

■ Will swop *Professional Adventure Writer, Artist,* all *Quill* programs, *Baseball, Desert Hawk, BC's Quest,* DK'Tronics joystick interface, 2040 printer for software or hardware. Write to John Capel, 2 Little Road, Preston, Lancs PR4 5AP.

■ Hi, adventurers of the world! I have many adventures to swop. Fast reply guaranteed. Send your list to Jordi Pla, Av. Tomas Gimenez 38, 3-3, 08906 L'Hospitalet Llobregat, Barcelona, Spain.

■ Lots of games to swop. Send your list for mine. Guaranteed reply. Write to Henrik Nielsen, Gl. Landevej 63, 48 74 Gedser, Denmark.

■ *VU3D* (Psion). Will swop for *Art O Matic* or *Paint Box.* Please phone (0279) 850705.

■ Will swop *Fat Worm* for *Avenger, The Sentinel* or *Hydrofool.* Also *Zorro* and one of *Kentilla, Universal Hero* or *Terminus* for *Mandragore.* Please phone (0745) 824103 and ask for David.

■ Any three: *Starion, Molecule Man, Shrinking Fireman, Finders Keepers, Indoor Soccer, Hunchback I/II, Alchemist, Pedro, Pole Position, Sweevo's World, Thanatos* for *Flunky, Psi-5, Art Studio, Head Over Heels* or *Sormbringer.* Please write to Tim Caine, 65 Spring Parklands, Dudley, W. Midlands.

WANTED

■ Wanted — *Home Investor* 48K or any other investment tape. Please phone Kevan on (0705) 697843 evenings.

■ Wanted — *The Valley,* tape or listing. Offering *Knights Quest, Ket (2)* or *Arcade Creator.* Please write to Steve Hamblin, 12 Wingfield Road, Sherborne, Dorset DT9 3HH.

■ Wanted desperately — *Konami's Golf.* Will swop for twenty copies of *C&VG.* Must be in good condition. Please phone (095381) 440 and ask for Craig after 6pm.

■ Wanted — 128K Speccy for Cheetah SpecDrum utility, *Paperboy* and six other games. Please phone (0505) 684190 between 4 and 5.30pm and ask for Michael.

■ I will swop *Nightshade, Incredible Shrinking Fireman, The Empire Fights Back* for *Winter Games.* Also *Raid Over Moscow, Gyron Arena* and *Pool* for *Bomb Jack.* Please write to Anthony Chambers, 31 Tan-y-Bryn, Maerdy, Ferndale, Rhondda, Mid Glamorgan, Wales.

■ Wanted — 48K Spectrum in good condition. Will pay any price under £45. Please phone (0565) 54977 after 4.30pm.

■ Wanted — Interface I and microdrive or Rotronic's Wafadrive and wafer. Will swop for *Batman, Revolution, Ten Mega Hits, Xcel, Cauldron II, Way Of The Exploding Fist* and *Cosmic Wartoad.* Please write to Zachary Gale, 105 Fulmer Close, Hampton, Middlesex TW12 3YL.

■ Alphacom 32 printer. Will swop the *Great Space Race, The Fourth Protocol, Matchday 128, Chequered Flag, Fighter Pilot, Flight Simulation, Chess, Way Of The Exploding Fist.* Please write to Ray Dimmock, 100 Cromwell Crescent, Baghill, Pontefract, W Yorkshire WF8 2EP.

■ Wanted desperately — Multiface 128. Will swop for *Jail Break, Winter Games, Young Ones, Scooby Doo* and £10. Multiface must be in good working order. Please phone (0254) 673275 ad ask for Alan.

■ Wanted — *Graphic Adventure Creator* in good condition with instructions in original box. Will swop for *NeverEnding Story, Frankie* and *Action Biker.* Please phone Plymouth 408140 after 7.30pm and ask for Barry.

■ Wanted — *Dan Dare, Monty Mole, Elite, Ghosts 'n' Goblins* and *Future Knight.* Will swop for *Jet Set Willy II, Spy Hunter, Eureka, Lords Of Midnight, Pentagram* and *Decathlon.* Please phone Daniel on 01-622 7516.

■ Opus Discovery wanted urgently. Will swop for hardware or pay cash. Also for sale — Wafadrive £30 and ZX Expansion pack £33 ono. Software included. Please phone Daniel on (0265) 823328.

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■ Wanted — Cheetah Sampler, must work on 128. Swop for *GAC*, *Dambusters* and *D Strike* or *GAC* and others. Write to John Coolin, 19 College Street, Long Eaton, Nottingham NG10 4NE.
■ *Ant Attack* poster (*Your Spectrum* issue 2) thrown away by dad — urgently needed. Also Yamaha DX9 synth for sale £375. Last, but certainly not least, I greatly need a beautiful female penpal around 16. Dylan Banarse, 45 Long Lane, Finchley, London N3 2PY.
■ Wanted — power transformer and printer paper for Timex Sinclair 2040 thermal printer. Will exchange for software or cash. Will collect within reasonable travelling distance. Please phone Phil on 021-553 5324.
■ Wanted — *Top Gun* or *Thanatos*. Will swop *Cobra*, *Big Trouble In Little China*, *Batman*, *Heartland* and many more. Please phone James on Verwood 822509 after 5pm. Weekdays only please.
■ Wanted — Interface I and Microdrive with leads and instruction book. Will swop for *Legend Of The Amazon Women*, *Tapper*, *Cosmic Wartoad*, *Nomad*, *Fighting Warrior*, *Rambo*, *Thrust*. Please phone (0332) 670436 and ask for James.
■ Wanted — *PAW*. Will swop for *Three Weeks In Paradise*, *Everyone's A Wally*, *Automania*, *Mr Wimpy* and *Hunchback II*. Must have all instructions and manuals. Write to Chris O'Donnell, 23 Charlwood Avenue, Huyton, Merseyside L36 5UH.
■ Wanted — SpecDrum. Will swop *Grange Hill*, *Galvan*, *Gauntlet* and *Batman*. Please write to Robert Marshall, 152 Macaulay Drive, St Giles, Lincoln LN2 4ET.
■ Wanted — *Leader Board* or *Gauntlet*. Will swop for *Scooby Doo*, *Caves Of Doom*, *Treasure Island* and *Formula One Simulator*. Write to Stephen Sims, 129 Wardown Crescent, Luton, Beds LU2 7JU.
■ I need microdrives, printers, interfaces, joysticks, Sinclair TVs. In fact any hardware considered. Send your lists to CJ, 1 Arthurs Hill, Shanklin, Isle Of Wight PO37 6EW.
■ Help! I need the solution to *Hampstead*. I will give a free game to the first person who replies. A Toon, 55 Elmesthorpe Lane, Earl Shilton, Leics LE9 7PT.
■ Wanted — any old Speccy printer (that works) very, very cheap. Please phone (0279) 871204 and ask for Richard.
■ Wanted — *Rock 'n' Wrestle* and *The Great Escape*. Will swop for *Lord Of The Rings*, *Fourth Protocol* and *The Young Ones*. E. Wilson, 5 Bosley Road, Cheadle Heath, Stockport SK3 0NQ.
■ Wanted — *Aliens*, *Xeno*, *Arkanoid*, *Fued*, *The Great Escape*, *Heartland* and *Dan Dare*. Swop one for one with *V*, *Cauldron II*, *Mikie*, *Rana Rama*, *Strike*, *Popeye*, *Sweevo's*, *Thrust*, *Marsport*. Please phone Warren on York 488130.
■ Wanted — POKEs for tape mag and disk mag for the 48/128/+2 and +3! Send them to Richard Sutton, Disk Tape, 22 Bridle Close, Banbury, Oxon OX16 9SZ.
■ Wanted: Alphacom printer. Will swop for *Top Gun*, *Batman*, *Planets*, *2112AD*, *Max Headroom*, *Stormbringer*, *Fighting Warrior* and *Pocket Simon* or *Frogger*. If interested, phone (0709) 365139 and ask for Mark.
■ *6-Pack* and *Nemesis* for *Vampire*, *Blue Thunder*, *Cookie*, *Trans Am*, *World Cup Football*, *Scuba Attack*, *St Crippens*, *3D Space Wars* and *Finders Keepers*. Phone Roland on (0243) 830697 between 3 and 6pm weekdays.
■ Wanted — Multiface I or Snap Shot. Will swop for ZX81 in full working order. Please write to John Norton, 39 Balfern Street, Battersea, London SW11 3EL.
■ Wanted — Spectrum +2. Any offers? Write to Gary Brighton, 111 Studlands Park, Newmarket, Suffolk CB8 7AP.
■ Wanted — *Ant Attack*. Will swop for all of *Herbert's Dummy Run*, *Olli And Lisa*, *Incredible Shrinking Fireman* and *Icon Graphix*. Write to J Sole, Willow Green, Brooke Street, Buxton, Norwich, Norfolk NR10 5AB.
■ Wanted — 48K Spectrum, Tape recorder, Interface I, joystick and software. Hopefully at a price somewhere between £40 ad £85. Please phone Machynlleth 339 and ask for Matthew.
■ Wanted — *Gladiator* and *Barry McGuigan's Boxing* for any three of *Great Escape*, *Cobra*, *Fist II*, *Roller Coaster*, *Saboteur II*, *Yie Ar Kung Fu II* and *Super Soccer*. Please phone (0606) 888757 and ask for Gavin. Please hurry — I'm desperate.
■ Wanted — *Glider Rider*, *Ghosts 'n' Goblins* and *Fairlight II*. Will offer *Tau Ceti*, *Fourth Protocol* and *Match Day* in return. Swop one for one only. Please phone John on (0859) 2461.
■ Any unwanted Speccy hardware, working or not. Also unwanted microdrive cartridges wanted for experimental work (ie fiddling about with). Also I would like to write to someone who's good at machine code, 'cos I'm not. Roger Brookes, 18 Harborough Road, Rushden, Northants NN10 0LT.
■ Wanted — Disciple Disk Interface. Must be in good condition, preferably with all instructions. Please phone (0602) 721883 and ask for David.
■ Swop £120 worth of software, including *GAC*, *Trap Door*, *Space Harrier*, *TT Racer* for fast Ramiya radio controlled car, recharger and controller. Must be in good condition. Phone Bigbury on Sea 810388 and ask for Julian.
■ Wanted — *Nemesis*, *Hydrofool* and *Uridium*. Will swop for *Infiltrator*, *Batman*, *Mikie*, *Thanatos*, *The Great Escape*, *Elevator Action*, *Mario Bros*, *Paperboy* and *Hypersports*! Write to Stephen Schmitz, Avenue Jean Taste, 58, 4802 Heusy, Belgium.

MESSAGES, CLUBS & EVENTS

■ Micron Bulletin Board called Voyager, now online in the Dorking Area. Phone (030678) 406 RB. Online 6pm to 8pm daily. Sysop Alastair Gould.
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■ Spectrum Telemag, the ultimate magazine. Supplied monthly. Containing reviews, news, letters, penpal section, personal advertisements and POKEs. For further information send an sae to Spectrum Telemag, 46 Green Lane, Penryn, Cornwall TR10 8QJ.
■ Join the free swop Klub now! Loads of new titles — *Nemesis*, *Cobra*, *Arkanoid* etc. Send an sae for Startup Kit to Brett Charlton, 18 Gayhurst Crescent, Mill Hill, Sunderland, Tyne and Wear SR3 2TA.
■ Complete set of *Micro Adventurer* mag. Nov '83 to March '85 for sale. Offers? Wanted — adventure tapes, state title. Please write to Mrs Buckley, 5 Arthur Terrace, Penmachno, Gwynedd, North Wales LL24 0BY.
■ For sale: I have lots of POKEs, hints, tips and maps for over 200 different games. Interested? Write to Adrian Toon, 55 Elmesthorpe Lane, Earl Shilton, Leics. Please send an sae.
■ 48-128 User! The mag on tape, over 35 reviews, compos, subs etc. Only 75p. Send cheque or money to Mark Cox, 32 Killin Road, Darlington, Co Durham for the 2nd issue.
■ All you Spectrum owners. Bored with your software? Then join Zeus Software Exchange Club. Just send an sae to ZSEC, 25 Victoria Drive, Llandudno Junction, Gwynedd LL91 9NY.
■ POKEs, hints and tips for sale. POKEs 30p, hints 20p and maps 50p. Send an sae for the list. All letters will be answered M. Hartshorne, 6 Serham Road, Ryhope, Sunderland SR2 0NR.
■ Book of 250 Spectrum POKEs. Vols I, II and III. Also adventure help book. 50p each and sae to John Capel, 2 Little Road, Preston, Lancs PR4 5AP.
■ To everyone who wrote to me. I'm going on holiday for three weeks so there may be a delay on your games. Chris Hill.
■ Out soon. New Speccy mag. Please do not send any money yet. POKEs, hints, reviews, compos. Send your address to The RM Computer Mag, 97 Cliveden Avenue, Perry Barr, Birmingham B42 1SW.
■ Caroline Philp. Gimli, son of Gloin loves you more than ever although you don't know it. Lots of love from the finest dwarf in Hampshire.

PEN PALS

■ 17 year old male Speccy 48 and 128K owner seeks female or male penpal of similar age who would like to swop games, maps and POKEs. Please send a photo (don't be shy). Write to Thorsteinn Kristjansson, Reykjafold 5, 112 Reykjavik, Iceland.
■ 12 year old boy seeks attractive girl of same age. Hobbies include records and cycling. Please send photo to John Hughman, 23 Gyllyngdune Gardens, Seven Kings, Ilford, Essex IG3 9HH.
■ Penpals wanted. Everyone gets a penpal. Send information about yourself to Ian McCarty, 61 North Gardens, Belfast BT5 6BZ. Also include information about your penpal to be.
■ Boy, aged 12, is looking for a good penpal who owns any kind of Spectrum (preferably). I would like you to be a girl, but I don't really mind. Please write if you're interested to Gregory Claridge, 39 Cambridge Road, Bromley, Kent.
■ Male Spectrum+ owner seeks attractive female owner, 13-14, to swop games, hints, tips and things! Write to Tim, 18 St Martins Close, Harpenden, Herts AL5 5JG.
■ 14 year old boy wants female penpal of similar age (14-16). I am into computers and films. Please write to me if you have similar habits! Jake Day, Christchurch Farm, Christchurch, Cambridgeshire.
■ 19 year old into games and music, with growing collection of games, seeks penpals, preferably local, to swop. R Blake, 32 Derwent Avenue, Rayleigh, Essex SS6 8LE.
■ Wanted — female (16 year old) Speccy owner from anywhere, to write to male Speccy owner (16 years old). Please send a photo. All letters answered. Please write to Robert Fletcher, 42 Cartmel Crescent, Tonge Moor, Bolton, Lancs BL2 2NQ.
■ Yo! Man. If you just lurve fun, frolics and flares and are two real cool dudes, then make a fabulous foursome wiv two megahip chicks. Get that funky ballpoint scribbling. Cheli and Heath Field, 66 Enbrook Valley, Folkestone, Kent CT20 3PT.



■ 14 year old 128 user is looking for any female Spectrum users. Would like to swop games etc. Hobbies are computers, computers and computers. Please send photo if you can. Duncan Potter, 31 Orchard Way, Amesbury, Nr Salisbury, Wilts.

■ 15 year old girl seeks penpals from anywhere to talk about life, the universe and everything. All letters answered. Clare Furminger, 84 Kinross Crescent, Sundon Park, Luton, Beds LU3 3JT.
■ Wanted, dead or alive! Male or female penpal from anywhere, age doesn't matter. Write to Gillian MacMillan, Burnside of Braco, Pitcaple, Aberdeenshire, Scotland.



■ Female Speccy owner wanted. I have all the latest games including *Enduro Racer* etc... If you're female, about 15 and like a laugh then write to David Broughton, 4 Field Close, Whitby, North Yorkshire YO21 3CR.

■ Wanted — penpals from all over the UK, aged 13 to 16. Swop games, hints, POKEs etc. Please enclose photo of yourself and a list of your latest games. Guaranteed reply. Sean McKeown, 46 High Street, St Peters, Broadstairs, Kent CT10 2TD.
■ If you're 14-16, blond, sexy and Swedish we're here! The guys of your dreams! So hurry up and get them letters sent to us. Dean and Matthew, 32 Westfield Square, Goole, N. Humberside.



■ Who's the ugly one in the photo? It's me, Kenny Hung, 17 The Deansway, Greenhill, Kidderminster, Worcs DY10 2RH. I'm looking for 11-14 year old penpal, male or female, who owns a Spectrum 48K or 128K.

■ Young millionaire who is interested in having a good time, nightclubbing, photography (mainly fashion and glamour. You may have seen some of my work) and playing on computer and arcade games. I am looking for a female of between 16 and 25 to join me in the above. Please write, with photo, to CJ, 1 Arthurs Hill, Shanklin, Isle Of Wight PO37 6EW.
■ An amazingly good looking (well...) male, 16, who's into good music (Dire Straits, Queen etc) wants a female penpal, 15+. Please send a photo if possible. Reply guaranteed. Jason Shaw, 52 Grove Lane, Retford, Notts DN22 6NB.
■ 16 year old male 128K owner wants penpals to swop games and hacks. Also likes heavy metal music, especially Iron Maiden, Anthrax, Metallica, Scorpions and many more. The Computerised Rocker, Penrhyncoch Post Office, Aberystwyth, Dyfed, Wales.
■ Im 13½ years old and I'm looking for a penpal. I've got a 48K Spectrum. I like snooker, football, drawing and computers. John Charkow jnr, 7 Leafield Road, Dumfries, Scotland DG1 2DS.
■ 15 year old male with Spectrum 48K would like to hear from females aged between 14 and 17 to swop games or hints and tips. Loads of games to swop. David Dadds, 49 Hassendean Road, Blackheath, London SE3.
■ 16 year old male searching for attractive 16 year old female for a penpal. My interests are heavy metal and playing computer arcade games. Please send a photo. Ewan Douglas, 11 Ballymote Walk, Model Farm, Downpatrick, Co Down, N Ireland.
■ 14 year old good looking girl seeks penpal to swop software. Please write to Noenja Joos, Merelstraat 10, 9720 De Pinte, Belgium.

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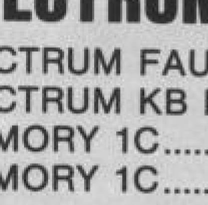
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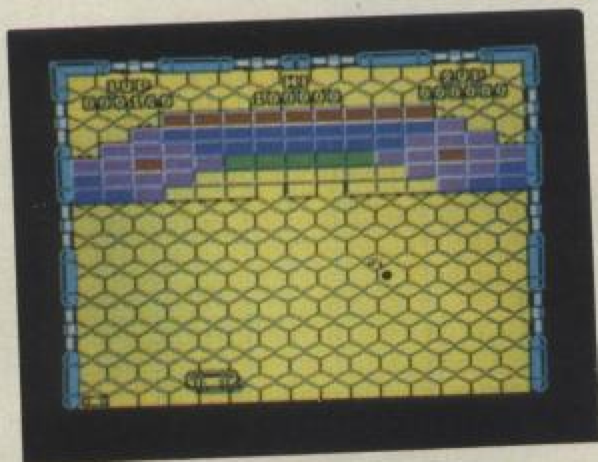
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HEY YOU!

You'll never believe what we've got in next month's* jam-packed issue of *Your Sinclair*!

• ELITE'S *BATTY* EXCLUSIVE WITH *YOUR SINCLAIR*! After the success of Ocean's *Road Race* on the cover of the May issue we bring you a complete Elite game on a cover mounted cassette. A top quality new game exclusive to *YS* readers!**



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- PCW SHOW SPECIAL — MEET THE *YS* TEAM AND FIND OUT WHAT WE'LL BE DOING THERE.
- THE *YS*/US GOLD COMPUTER BRAIN OF 1987 AWARD — THE CHALLENGE CONTINUES!

**Cover mounted Elite game is unfortunately not available on overseas issues.

PLUS MUCH, MUCH MORE! IF YOU WANT THE BEST – BUY *YOUR SINCLAIR*!

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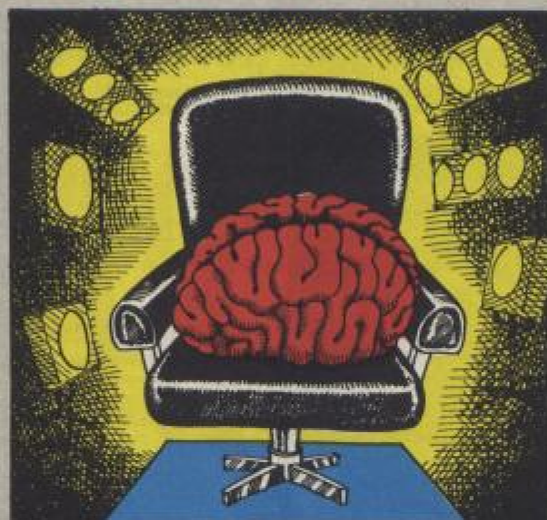
THE YS/US GOLD COMPUTER BRAIN OF 1987 AWARD

Know a lot about Spectrum games? Then prove it by entering the *YS*/US Gold Computer Brain of 1987 Challenge. You can win a fabulous engraved Computer Brain trophy, plus fame and fortune!

Are you addicted to playing games? Have you spent most of your teenage years jiggling with a joystick and kanoodling with keys? Do you dream in colourful sprites and collision detection? If you do you're probably a bit of a bright spark on the old games front, so why not put your knowledge to good use in the biggest games challenge ever!

Yes, *Your Sinclair* and US Gold have symbiotically united (*Disgusting! Ed*) to bring you the Computer Brain Of 1987 Award. Now's your chance to prove to all the world that you are to computer games what David Attenborough is to monkeys. So, how do you do it?

Simple! Each month we'll be asking you twenty questions on your specialist subject, that's right, computer games. Part one appeared last issue (don't worry if you missed it 'cos you can get back issues by turning to page 82) and this here's the second part of our four month challenge. All you have to do is fill in the answers in the spaces provided — provided you know them of course. BUT DON'T SEND US ANYTHING YET. What we want you to do is keep a hold of all the four answer pages after you've filled them in and send them all in together in October after the last one has been printed. And remember, we don't accept photocopies in this particular competition.



Don't worry if you can't answer all the questions. If no one gets them all right it'll be the four who get the highest number of correct answers who'll go on to the YS/US Gold Computer Brain Challenge to be held in December. The four winners will be invited down with a guest (all expenses paid) to a top venue in London's West End where they'll pit their wits against each other to battle for the prestigious Computer Brain of 1987 Award in true Mastermind style.

So what do you get out of all this. A unique Computer Brain Of 1987 trophy that'll be inscribed with the winner's name that's what. And since we're so generous, the winner will also receive a Spectrum +3 and the three runners-up will receive a US Gold goody bag packed with games and lots more.

Right, now you know what you win, get filling in the answers to the questions.

1. What is the name of the psychopath you play in Domark's *Friday The 13th*?

....

2. Which company released *Tomahawk*?

....

3. *Grog's Revenge* was the prehistoric sequel to which game?

....

4. From which game was this screen taken?

....



5. Who wrote *Technician Ted*?

....

6. Which of these comic heroes has not starred in his own game?
- **a. Judge Dredd**
- **b. Nemesis The Warlock**
- **c. Halo Jones**

....

7. What colour are the fireballs in *The Eidolon*?

....

8. Which is the odd man out? Wally, Wilma, Herbert, Tom, Dick, Isvar and Harry.

....

9. How many events are there in US Gold's *World Games*?

....

10. Which game do Mary, Lee, Joe and Edgar star in?

....

11. How many missiles can the skimmer hold in *Tau Ceti*?

....

12. What is the name of the sequel to the game shown in the screenshot?

....



13. What's the name of the island that Monty is trying to reach in *Auf Wiedersehen Monty*?

....

14. Name four chess games that have appeared on the Speccy?

....

15. What power does the Amulet give you in *Gauntlet*?

....

16. Name the levels in *Space Harrier*?

....

17. Where would you find the Trail Of The Lonesome Pine?

....

18. Can you identify this character?

....



19. Who blew a sparky in a well-known game?

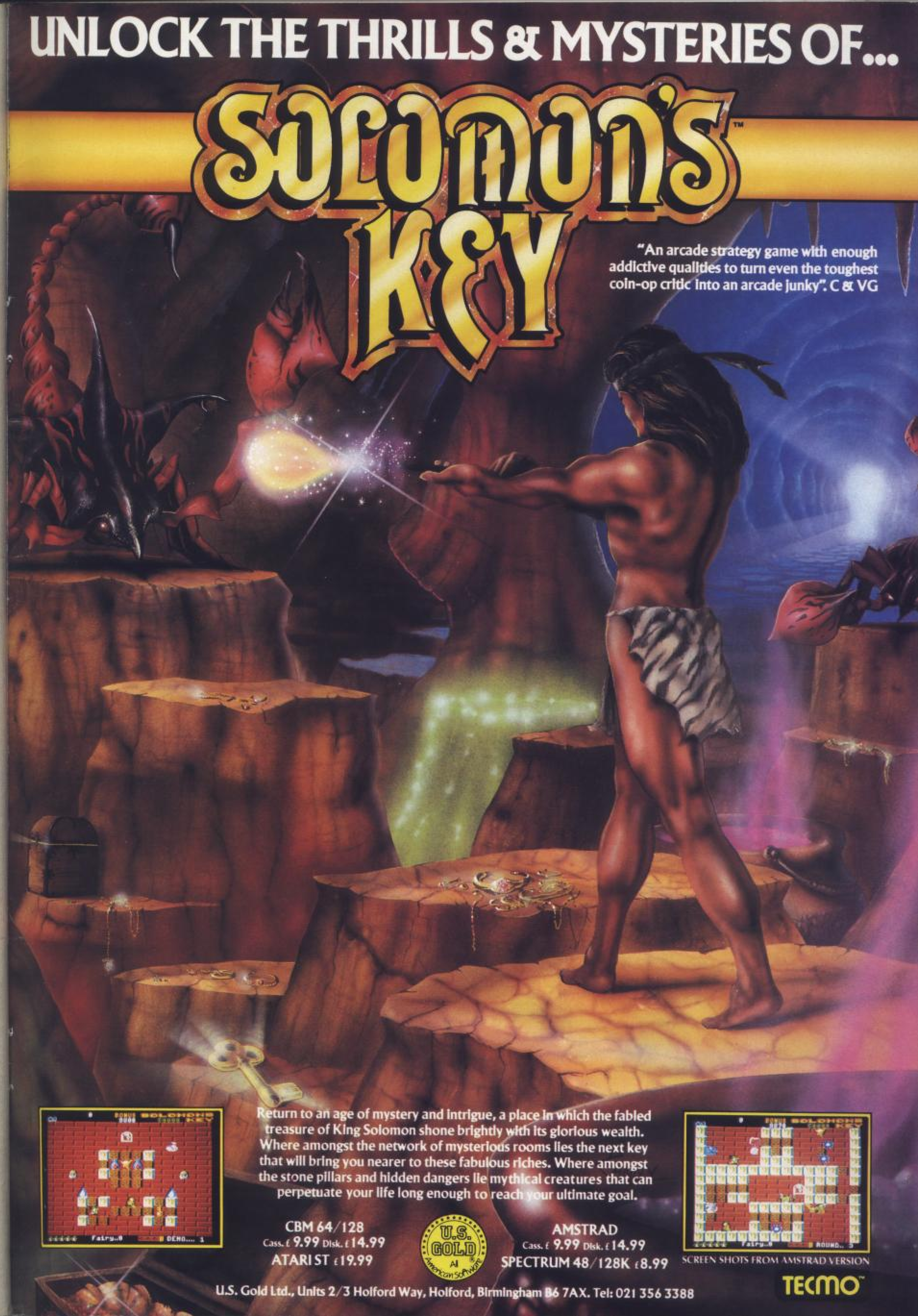
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20. Who is Norman The Wise?

....

2

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